

RUSE

STRATEGY GUIDE

by Michael Knight



How to Use this Guide

R.U.S.E. is a game in which the mechanics of play can be learned rather quickly. However, the game's depth requires more study and experience in order to master it. This guide will help you master this challenging game by providing the information, strategy, and tactics necessary to defeat your enemies in all types of battles. This guide is organized into seven chapters and written to cover the various aspects of R.U.S.E.

[Chapter 1](#) provides the Basic Training for playing R.U.S.E. It discusses the types of terrain which can be found on the battlefield as well as how they affect combat. In addition, the various bases and structures you can build are covered as well as descriptions and strategies for using the various types of units included in the game. Finally, the concept of fog of war is explained along with the importance of reconnaissance.

The next chapter, [Advanced Command School](#), provides some deeper instruction on the strategies and tactics necessary to defeat your enemies. It begins by discussing each of the unique ruses available including how they work and when you should activate them. This chapter also includes sections on both defensive and offensive tactics. Whether you are defending your base or attacking the enemy's lines, you can find everything you need here.

Effective generals know how to use the strengths of their units against the weaknesses of the enemy.

[Chapter 3](#), Quartermaster Corps, provides detailed statistics on each and every structure which can be built as well as every unit in the game. The units are organized by nationality so you can quickly look up information on the units in your army as well as those you are trying to destroy.

[Chapter 4](#) covers all 23 missions in the campaign. From the deserts of North Africa, to the beaches of Normandy, and finally deep into Germany, this chapter will walk you through each and every battle to help you achieve all of the primary and secondary objectives. Detailed maps are provided to help you know where to position your troops for defense and the paths for making your advances.

The Operations are challenging stand-alone missions which are designed for experienced players.

[Chapter 5](#) takes you through each of these missions and provides the strategies to defeat the many different enemies you face. Once again, maps illustrate your course to victory.

R.U.S.E. also offers you the opportunity to fight against other players. Delve into [chapter 6](#) to find maps for all of the multiplayer battlefields as well as some tips and hints to help you fight your way to success.

Last but not least, [chapter 7](#) covers all of the achievements and trophies which you can earn as you play R.U.S.E. These are organized by gaming platform and let you know exactly what you need to do to earn these rewards.

Table of Contents

Basic Training	12
<i>The Battlefield</i>	<i>12</i>
<i>Structures</i>	<i>14</i>
Headquarters	14
Administrative Building	14
Secondary Headquarters	14
Supply Depot	14
Defensive Positions	15
Barracks	15
Artillery and Antiair Base	15
Armor Base	16
Antitank Base	16
Airfield	16
Prototype Base	16
<i>Types of Units</i>	<i>17</i>
Recon	17
Infantry	18
Antiaircraft	18
Antitank	19
Artillery	19

Tanks	20
Aircraft	20
<i>Fog of War</i>	<i>21</i>
Advanced Command	23
<i>Ruses</i>	<i>23</i>
Blitz	23
Camouflage Nets	24
Decoy Army	24
Decoy Building	25
Decryption	25
Fanaticism	25
Radio Silence	26
Reverted Intel	26
Spy	26
Terror	27
Defensive Tactics	28
<i>Offensive Tactics</i>	<i>31</i>
Quartermaster Corps	36
<i>Reading the Unit Data</i>	<i>36</i>
<i>General Structures</i>	<i>37</i>
United States	42
Germany	59
United Kingdom	76

France	91
Italy	104
Soviet Union	118
The Campaign The Beginning	131
<i>Colditz Castle</i>	132
Primary Objectives	132
Secondary Objective	132
The Campaign North Africa	138
<i>Taking Command</i>	139
Primary Objectives	139
Secondary Objective	139
<i>Kasserine Pass</i>	145
Primary Objectives	145
Secondary Objective	145
<i>The Wild Bunch</i>	151
Primary Objectives	151
<i>Digging out the Fox</i>	157
Primary Objectives	157
Secondary Objectives	157
The Campaign Italy	163
<i>From Bait to Prey...</i>	164
Primary Objectives	164
Secondary Objectives	165

<i>Hide and Seek</i>	171
Primary Objectives	171
Secondary Objective	171
<i>Tangling with Barbara</i>	177
Primary Objectives	177
Secondary Objective	177
<i>Battle of Monte Cassino</i>	183
Primary Objectives	183
Secondary Objectives	183
The Campaign France	189
<i>Utah Beach</i>	189
Primary Objectives	189
Secondary Objectives	190
<i>The Hedgerow War</i>	195
Primary Objectives	195
Secondary Objectives	195
<i>The Battle of Cherbourg</i>	201
Primary Objective	201
Secondary Objectives	201
The Campaign Holland	207
<i>Screaming Eagles</i>	207
Primary Objectives	207
Secondary Objective	208

<i>Death from Above</i>	214
Primary Objectives	214
Secondary Objectives	214
<i>A Bridge Too Far</i>	220
Primary Objectives	220
Secondary Objectives	220
The Campaign Belgium	226
<i>Wacht am Rhein</i>	227
Primary Objectives	227
Secondary Objective	227
Strategy	228
<i>The Siege of Bastogne</i>	233
Primary Objectives	233
Secondary Objectives	233
<i>Blood 'n' Guts</i>	239
Primary Objectives	239
Secondary Objectives	239
The Campaign Germany	245
<i>West Meets East</i>	245
Primary Objectives	245
Secondary Objectives	245
<i>Riding with the Devil</i>	251
Primary Objectives	251

Secondary Objectives	251
<i>Secret Weapons</i>	257
Primary Objectives	257
Secondary Objectives	257
<i>Into the Bear's Jaws...</i>	263
Primary Objective	263
Secondary Objectives	263
<i>The Grand Finale!</i>	269
Primary Objectives	269
Secondary Objective	269
The Operations 1 vs. 1	275
<i>Anzio</i>	275
Primary Objective	276
Secondary Objectives	276
<i>Seelow</i>	280
Primary Objective	281
Secondary Objectives	281
The Operations 1 vs. All	286
<i>Pincer Movement</i>	286
Primary Objective	287
Secondary Objectives	287
<i>The Maginot Line</i>	291
Secondary Objectives	292

The Operations Coop	297
<i>Tobruk '45</i>	297
Primary Objective	298
Secondary Objectives	298
<i>Triple Alliance against the Axis</i>	303
Primary Objective	304
Secondary Objectives	304
Battles and Multiplayer	309
<i>Types of Games</i>	309
<i>AI Profiles</i>	309
<i>Two Players</i>	310
Blitz	310
Tank Graveyard	311
Frontline	312
Above the River	313
Face-to-Face	314
Strongholds	315
Behind Enemy Lines	316
<i>Three to Four Players</i>	318
Tripartite	318
Triangular Diplomacy	320
Cauldron	322
The Border	323
Diplomats	324

Meeting on the Field of Honor	325
Closing the Pocket	326
Side-by-Side	328
<i>Five to Six Players</i>	<i>329</i>
Bagration	329
On the Edge	330
Centre of Gravity	331
Scrum	332
Triple Entente	333
Handshake over the Elbe	334
D-Day	335
<i>Seven to Eight Players</i>	<i>336</i>
8 Strategists	336
Treason	337
Commendations	338
<i>Xbox 360 Achievements</i>	<i>338</i>
General Achievements	338
Campaign Achievements	338
Operation Achievements	339
Multiplayer Achievements	340
<i>PlayStation 3 Trophies</i>	<i>341</i>
General Trophies	341
Campaign Trophies	342
Operation Trophies	343

Multiplayer Trophies	343
<i>PC Achievements</i>	<i>344</i>
General Achievements	344
Campaign Achievements	345
Operation Achievements	346
Multiplayer Achievements	347
<i>Uplay</i>	<i>347</i>
Actions	348
Rewards	348

Chapter 1

Basic Training

R.U.S.E. is a real-time strategy game that places you in the role of a military commander during World War II. However, before you can defeat your enemies, you need to learn the basics of command. This chapter focuses on the essential elements of command. As a commander, you will need to understand the types of terrain you'll encounter on the battlefield and how this terrain affects the battle. You will have a corps of engineers under your command who will build a variety of structures necessary for deploying new units, defending your bases, and providing supplies. The units you deploy are the weapons with which you fight the battle. It is important to know both your structures and units so you can make the right choices for the situation at hand. War is not only dangerous but also confusing. It is necessary to minimize the fog of war as much as possible to gain an advantage over your enemy. Finally, it is vital for commanders to understand how combat works if they want to destroy the enemy and preserve their forces.

The Battlefield



Each battlefield is divided into several sectors. These delineate the areas in which you can activate ruses. They have no other effect on the game. The battlefields are filled with a variety of terrain types. Terrain can affect the speed at which

units move, can block lines of sight and lines of fire, and can provide hiding spots for some units. Let's take a look at the various types of terrain:

Open: This is the standard terrain for most battlefields. It does not affect line of sight or line of fire. Wheeled units move slower over open terrain, while tracked units will travel at their standard speed. Structures can be built only on open terrain.

Roads: Crisscrossing battlefields, roads provide wheeled units a faster path of travel. When giving a wheeled unit a movement order, they will follow roads as much as possible to decrease travel time. Infantry units automatically load into trucks when moving through areas with no enemies and act as wheeled units during transit.

Forests: This terrain reduces but does not block the detection range of units. Infantry and most wheeled units can move through forests, though their speed is reduced. Tracked units and artillery cannot move through forests. Infantry and antitank guns can hide in forests and ambush enemy units that move within their firing range.

Swamps: Swamps are low, marshy areas that act like forests in terms of your ability to hide in them. Infantry and antitank guns can hide in swamps and ambush enemy units. Movement is slower for wheeled units in swamps, and tracked units cannot move into or through this type of terrain.

Towns: These urban areas block both lines of sight and fire. Units enter and move through towns using roads. Each town has at least one town square. Infantry can hide in these town squares and ambush enemy units that come into their line of fire.

Mountains: Mountains are impassable terrain for all ground units and block their lines of sight and fire. This terrain type does not affect recon planes' detection range.

Rivers and Lakes: Rivers and lakes block ground movement. However, they do not affect either lines of sight or fire. Ground units can cross rivers at bridges.

Structures

Commanders can build structures on the battlefield. There are several different types of structures. Each has its own purpose.

Headquarters

Each commander is provided with a headquarters at the start of the battle. This structure deploys engineer units to build other structures, and it receives supply convoys. In addition, it generates one supply every four seconds.



Administrative Building

The administrative building's only purpose is to generate supplies. It adds one supply to your total every four seconds. While these structures are expensive, they can more than pay for themselves over the course of a game. The earlier you build one, the more it will provide for you.



Secondary Headquarters

Commanders can build secondary headquarters closer to the front lines or wherever they are needed. These can deploy engineers and can receive supply convoys. Build them near groups of supply dumps at a distance from your headquarters to get your supplies quicker.



Supply Depot

Supply depots can be built on supply dumps that are positioned on the battlefield at the start of a battle. Once constructed, they will send a convoy of three trucks to the nearest headquarters every 30 seconds. Each truck carries three supplies. Supply trucks can be destroyed by enemy units, so be sure to defend your supply lines.



Defensive Positions



There are various types of defensive positions that you can build. Each faction has its own unique structures. Defensive positions can contain weapons such as machine guns for infantry and light units, antitank guns for armored units, antiaircraft units for air units, and some even have artillery. Combine different types of these structures so they can support one another.

Barracks

Barracks are one type of base for deploying units. You can deploy and upgrade infantry units and light recon units at barracks. This is an important structure and one of the first you should build during a battle.



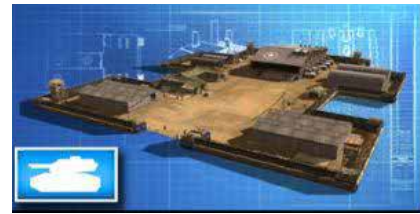
Artillery and Antiair Base

As its name suggests, this base allows you to deploy and upgrade both artillery and antiaircraft units. This is one base you will usually build later during a battle unless your opponent sends air strikes at you right away.



Armor Base

This base deploys and allows you to upgrade all types of tanks. If your faction has armored recon units such as armored cars, they will also deploy from this type of base. Usually you should build a tank base right after you build a barracks.



Antitank Base

The antitank base is where you can deploy and upgrade both antitank guns and tank destroyers. This is another base you should build early on to defend against enemy armored attacks.



Airfield

Airfields allow you to deploy and upgrade all of your aviation units. In addition to planes, airborne infantry or paratrooper units deploy from airfields and are carried by transport aircraft to their drop zone.



Prototype Base

Prototype bases are the most expensive bases to build. However, they allow you to upgrade and deploy some of the most powerful units in the game. Each faction offers different types of units at their prototype bases. This is a structure you will usually build later during a battle due to its cost. If your opponent builds one, try to destroy it or capture it for your own use.



Types of Units

As a commander, you have a wide variety of units that you must use to defeat your enemies. Each type of unit has its strengths and weaknesses. Good commanders know how to best use their units' strengths against the weaknesses of enemy units. In order to succeed, you will need to use several different types of units in concert with one another. If you think you can just build a huge force of tanks and rush through the enemy's lines, you will find yourself amid a field of smoking ruin, wondering what happened to all of your firepower. Let's take a look at the different types of units and how to use them effectively.

Recon



Recon units are one of the most important units you can deploy. Failure to recon will result in failure on the battlefield. This game is designed with detection and hidden units in mind. Therefore, your units have to detect an enemy unit before they can attack. The "Fog of War" section later in this chapter covers detection in greater detail.

There are three main types of recon units. The standard recon unit is a scout car such as the Willys jeep. These are unarmed vehicles that can hide out in forests. Their only ability is to detect enemy units. When attacked, these units will retreat to avoid being destroyed. Armored recon units, which are deployed from armor bases, are essentially armored cars. They have some defensive protection and are armed with machine guns and possibly a small-caliber cannon. In addition to detecting enemy units, armored recon units are also effective against enemy infantry units. However, don't put them up against tanks if you want to keep them. Recon planes are deployed from airstrips. Unlike ground recon units, recon planes' detection radius is not affected by terrain, and they can see down into town squares to detect hidden infantry units. Recon planes are not armed, so keep them protected with some of your fighters.

Position recon units along your front lines so they can detect any enemy units approaching. They can be hidden in forests and swamps, so place your recon units in these types of terrain so they can see the enemy without being seen themselves. In addition, keep them next to your combat units such as antitank guns and tanks. Your recon units act as spotters and allow these other units to attack enemies at their maximum firing range—giving you an advantage over the enemy. Always remember to have a recon unit supporting your combat units and defensive positions.

Since recon units play such an important role during battles, a good tactic is to try to deny your opponent the ability to detect your units. As soon as you detect an enemy recon unit, try to destroy it. This can be tough, since it will retreat and may have other units nearby. However, if you have aircraft, send in a fighter or fighter-bomber to take it out, and leave your enemy in the dark.

Infantry



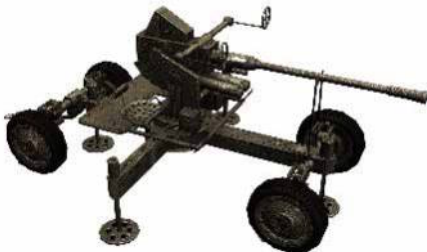
Infantry are another important type of unit and are often overlooked. There are three main types of infantry. Light infantry is the standard infantry unit. It is not as powerful as the other types of infantry but is good against other light infantry. Heavy infantry have more firepower and are not only more effective against other infantry but also have some additional antitank weapons. Both of these infantry types are deployed from the barracks. Airborne infantry or paratroopers deploy from airfields. They are essentially heavy infantry that are carried to their drop zones by transport aircraft. This allows you to quickly

insert them behind enemy lines. Once on the ground, they act as normal heavy infantry.

While infantry are weak against tanks and other strong units, it has several unique abilities. Infantry are the only units that can capture enemy structures. Once captured, these structures are yours, and you can immediately begin using them. Infantry also have the ability to make surprise attacks when hidden in forests, swamps, or town squares. When enemy units come into your infantry's combat range while they are hiding, your infantry will automatically ambush them, causing much more damage than they normally would. Surprise attacks allow infantry to cause some serious damage to tanks that travel through towns or too close to woods.

TIP Tanks are the best unit for destroying enemy infantry that is out in the open. However, you have to watch out for hidden infantry. Recon units work best for detecting them. Plus, if you have to send tanks along roads through forests or towns, send infantry or recon units ahead to scout out the area. Call in fighters or use artillery to clear out your foe so your tanks can move through without being ambushed.

Antiaircraft



Antiaircraft units are designed for shooting down enemy planes. They will automatically engage any enemy aircraft that flies into their firing range. If the enemy has an airfield, it is a good idea to deploy some antiaircraft units. Some units are towed guns that cannot fire while they are moving. There are also mobile antiaircraft units that can provide support to your other units during an offensive.

Position your antiaircraft units between your bases and enemy airfields. When given an attack order, aircraft fly in a straight line from their airfield to the target. By placing your antiaircraft units along that path, you can shoot down the aircraft before they can attack your base or units.

Another good tactic is to spread out your antiaircraft units so you can cover a larger area instead of grouping several in one spot. In addition to attacking aircraft, you can use these units to attack other units, depending on the type of gun they use. Some are effective against infantry while others are good against tanks.

Before sending your own aircraft against enemy targets, it is important to clear out the enemy's anti-aircraft units. Ground units work best for this. However, if you can't get your ground units close enough, send several fighter-bombers to take out the enemy anti-aircraft guns. By using Blitz and Radio Silence Ruses in that sector, you can give your aircraft a better chance of survival.

Antitank



Antitank units are another important but sometimes overlooked unit type. They include towed guns and tank destroyers. Antitank guns are towed by trucks or half-tracks to their destination and cannot fire while moving. However, like infantry, they can be hidden in woods and swamps so they can ambush enemy units that come into range. In fact, hidden antitank guns can be deadly. Tank destroyers, on the other hand, are similar to tanks. They are armed with powerful antitank guns yet usually are not as heavily armored. Tank destroyers can't move through forests or swamps; however, some can fire on the move if they have a turret. Tank destroyers are also about half the

price of a tank, so you get more bang for your buck.

Antitank units are specially designed for destroying enemy tanks. They can't engage infantry and are vulnerable to air attacks. Always keep other types of units near your antitank units to help protect them. A good tactic is to use antitank units against enemy tanks and save your tanks for dealing with other types of units.

If you are using tanks, be sure to look out for enemy antitank units. Send your recon ahead to locate them hidden in woods or other terrain. The best way to take out enemy antitank units is to send in infantry or use artillery or air strikes to clear the path for your tanks.

Artillery



Artillery has the longest range of any unit type and can fire at all detected enemies within range, no matter what types of terrain or obstacles block line of sight or line of fire. Artillery includes both towed guns and self-propelled artillery units. Neither type is very durable when attacked, so always be sure to keep some other units nearby to defend them.

Artillery has a very short detection range, so it is vital to use recon units as spotters. Artillery's long firing range allows you to keep it behind your lines and still hit enemies behind their lines. While not very accurate, artillery is powerful and is very effective against structures and stationary units. It is also more effective when massed, so have three or four artillery units fire on the same target.

When artillery fires, you can see the rounds flying in an arc across the battlefield to their targets. When you see these coming at your units, you know the enemy has artillery. Detect it with a recon unit and then send aircraft against enemy artillery or fire your own artillery in counterbattery fire. Since the enemy's artillery will usually be behind enemy lines, it is hard to get ground units in close enough. Try dropping airborne infantry next to artillery to take it out. Artillery should

always be one of your priority targets if your units or bases are within its firing range. If left alone, it will cause a lot of damage to your force.

Tanks



Tanks are powerful units when used correctly. There are three types of tanks in the game—light, medium, and heavy. Light tanks are fast but don't have a lot of armor. They are great for attacking infantry, recon units, or machine-gun positions but should avoid combat with other tanks. Medium tanks have more armor and firepower. These are the main type of tank most armies use. They can be used effectively against light tanks and infantry. Heavy tanks are powerful but are slow and expensive. They can be used against just about all other ground units. They can even go up against light antitank guns if you can engage them while detected and not hidden.

When going on the offensive, it is important to have plenty of tanks. However, be careful not to send them off on their own. Bring along infantry and tank destroyers to deal with the enemy antitank guns and tanks, respectively. Tanks are also effective at attacking structures. Remember to bring along recon so that your tanks can fire at their maximum range. Also be careful when moving through towns or near forests, since enemy units may be hiding and waiting to ambush you.

When you have to destroy enemy tanks, stick with antitank units and fighter-bombers. Unless your tanks are more powerful than the enemy's, avoid pitting tank against tank. Neither side has the advantage, and you will usually lose as much as you destroy.

Aircraft



The player who controls the sky can control the battle. Aircraft are fast and can travel all over the map without being affected by any type of terrain. There are three main categories of aircraft in addition to recon planes (see the "Recon" section earlier in the chapter for more information). The fighters shoot down enemy planes and try to create air superiority over the battlefield for your army.

They can also be used to strafe infantry or recon vehicles. Fighter-bombers are great for attacking all types of enemy units, including tanks. Bombers fly slower but carry a larger payload. They work best against structures, defensive positions, and stationary units.

After attacking, aircraft must return to an airfield to reload their weapons. As a result, they can't keep fighting constantly like ground units. When you order aircraft to attack a target, they will fly in a straight line to the target. If the airfield is at a distance, it will take some time for the aircraft to arrive. A good tactic is to keep your planes near the front. Order them to move to a position on the map, but don't target an enemy unit. The planes will fly there and then circle, awaiting new orders. As soon as you detect enemies, give your planes attack orders. They will be able to respond much quicker. You can also use this tactic to avoid enemy antiaircraft units. Order your planes to move around the map's edges and then attack their targets so you can avoid getting shot down.

Fighters and antiaircraft units are your best defense when faced with enemy aircraft. When fighters are given a movement order and are circling around, they will automatically engage any enemy aircraft that fly into their range. Moving fighters to

such positions to intercept enemy planes is known as “combat air patrol” and is a great way to shoot down enemy planes before they can go after your ground units. Another way to knock the enemy's planes from the sky is to capture or destroy the enemy airfields. Drop some airborne infantry on them or send bombers to take them out. Any planes on the ground will automatically be destroyed, and planes in the air will not be able to reload their weapons after making attacks and will eventually crash from lack of fuel. Airfields are one structure you will definitely want to consider targeting.

Fog of War



War can be confusing, and it is important to know what the enemy has and what it is doing. As the commander, you have intelligence staff who are listening in to radio traffic and obtaining information from other sources on enemy units and positions. On the battlefield, chips represent this intelligence. Small chips are infantry and other light units, while large chips represent tanks and heavier units. However, you don't know if that large chip is a light tank or a heavy tank. You need more information. While you can use a ruse such as Spy to see what units those chips represent, you can also use recon units.

When you select a recon unit, a white radius will appear around the unit to show its detection range. However, for ground recon units, terrain can affect this radius. Towns block it and woods reduce it. So instead of a perfect circle, the detection radius may look more like a sunburst. Terrain does not affect the detection radius of recon aircraft since they can see over the terrain. Most units cannot attack enemy units that are unidentified. Therefore, it is important to clear away the fog of war as much as possible. In addition, you want to maintain the fog of war over your own units and bases to prevent the enemy from knowing what you have.

NOTE Many of the ruses available to you as a commander affect the fog of war. They can let you see what the enemy is doing or mask your own units and their movement. The commanders who understand and manipulate the fog of war will always have the advantage.

Chapter 2a

Advanced Command

Now that you are familiar with the ways terrain can affect the battle, the strengths and weaknesses of the various unit types, and the importance of intelligence during a battle, it is time for some advanced training. Ruses are a major part of fighting a battle, and the more you know about the ruses and how and when to use them, the greater your advantage will be over the enemy. In addition, you must become well versed in both defensive and offensive tactics. During the same battle, you will have to defend your base and take the fight to the enemy.

Ruses

One of the unique features of *R.U.S.E.* is the ability to activate ruses on the battlefield. Ruses are special abilities you can use on the battlefield to give you an advantage over the enemy. Since intelligence and detection are such a vital part of the game, many of the ruses either improve your ability to gather intelligence or degrade your opponent's intelligence. A few can even affect units on the battlefield. During the course of a battle, you gain ruses. The ruse counter in the screen's top left corner lets you know how many ruses you have available and includes a counter displaying how long until you receive a new ruse. Ruses affect only one sector of a battlefield and last for a limited amount of time. You can activate up to two ruses in a single sector at one time. If you want to activate another ruse in that same sector, you must wait until one of the ruses has expired. The key is to use ruses at just the right time for the situation. Don't waste them just because you have them. However, don't hoard them and then never use them. Instead, activate a ruse when and where it can do the most good for you—and the most damage to the enemy.

NOTE Ruses can be an advantage many new players of the game don't use or forget to use. As you learn the various ruses and try them out, you will see how great they can be. A few well-played ruses can turn the tide of a battle.

Blitz

Time Limit: 2:00

The Blitz Ruse increases the speed of all friendly units in the sector by 50 percent. It is great for helping units reach their destination as quickly as possible. Use it when you have units advancing through a sector toward an enemy or if you need to rush reinforcements to a defensive line. Blitz is also a good ruse to use at the start of a battle to quickly get engineer trucks to sites to construct bases and to get supplies from the depots to your HQ. This can give you an early advantage over the enemy. Blitz works great for attacking when combined with Radio Silence—your units can then move quickly and stealthily.



Camouflage Nets

Time Limit: 4:00

Due to the inherent intelligence services of both sides of the battle, you always know the location of enemy bases and other structures, and they know the location of yours. That means it is easy to send bombers or use artillery to bombard these structures from a distance without having a recon unit nearby. This ruse will hide all buildings within a sector from the enemy's view. The only way for your buildings to be detected is if the enemy sends recon or other units into detection range of the buildings. This ruse is a great one to use if the enemy attacks your structures—especially your supply depots.



Decoy Army



Time Limit: 5:00

This ruse comes in three different varieties; all of them send fake units from your bases to the assigned sector. Fake Tank Assault requires an armor base and sends decoy tanks of the type you have researched. Fake Air Assault requires an airfield and will send planes and airborne troops to the assigned sector (recon planes are not used for decoys). Finally, Fake Offensive sends units from the bases you have to the sector. These include both air and ground units. Decoys will move at the same rate as real units. If Blitz is activated in a sector, the decoy units will move at an increased speed. To the enemy, decoys look like real units. However, decoys can't attack and are destroyed as soon as they take any damage. Decoy units will continue to be produced until the timer runs out, and they will all be destroyed when the timer runs out. Decoys appear as brownish shadows of real units to the commander who activates them. In addition, you can select and give movement orders to decoys that are already deployed on the map, allowing you to send them to different locations than the assigned sector if you choose.

TIP Try activating a Fake Tank Assault Ruse in a sector where you already have tanks and then selecting them and sending several decoys ahead of your real tanks to draw enemy fire so your tanks can get in close to take out the enemy who fired at the decoys.

Decoy Building



Time Limit: 6:00

Activate this ruse and you can place a dummy building in a sector of your choice. You can choose from four different types of buildings—armor base, barracks, airfield, and artillery and antiair base. While they are brownish shadows to you, they look like real structures to your enemy, who will detect them as soon as they are built. Decoy buildings are easily destroyed. However, if an enemy infantry tries to capture one of these structures, they will be destroyed by booby traps hidden inside. Position decoy buildings away from your own bases to lure enemies toward them. Placing a few infantry or antitank guns nearby helps reinforce the illusion. This ruse works great along with the Camouflage Net Ruse. Hide your real buildings in one sector and build dummy bases in another sector. Don't construct decoy buildings in a camouflaged sector: The enemy won't be able to detect it, and the ruse will be wasted.

Decryption

Time Limit: 5:00

Decryption is a powerful yet often underused ruse. When this ruse is activated in a sector, all enemy chips will have an arrow showing the location where they are ordered to move. On medium and large maps, this can give you a warning of which route the enemy will take as soon as they are given a warning. Combine this with other ruses like Spy, and you can then know exactly what the enemy is sending and where they are sending it. Use this information to move units in to set up an ambush or prepare defenses for the target. The long time limit of this ruse compared to other ruses is also a good reason to use Decryption.



Fanaticism

Time Limit: 1:00

Normally when your units take damage, they will try to retreat so they are not completely destroyed. The Fanaticism ruse will force all units in the sector to fight to the death for one minute. This can increase the active firepower in the sector for a short amount of time at the cost of losing units that might have been able to



withdraw and survive. Use this ruse when you have to hold a position, as it might be just enough to push the enemy back. Also use Fanaticism when your units are likely to be destroyed anyway so you can cause as much damage to the enemy as possible. Before you activate this ruse, ensure that your units can strike back. It is a waste to use this on tanks being attacked by aircraft, since it will keep them in position to be destroyed for no damage against the enemy.

Radio Silence

Time Limit: 5:00

Radio Silence is one of the most useful ruses you have available to you. When activated, all of your units in a sector will be invisible to the enemy unless they are detected by a recon unit. Radio Silence causes all of the chips of your units that your enemy sees to disappear. Not even the Spy or Decryption Ruses will reveal your units. Use Radio Silence to mask your advances toward the enemy. You could move a large army, and the enemy will not know until it is too late. This ruse works best when moving around the flanks of the enemy, where they are least likely to have recon or other units that might detect your units. Combine this ruse with a Decoy Army Ruse by sending the decoy units against one flank while the real attack hits from the other side while hidden under a blanket of Radio Silence. For large maps, you will have to activate Radio Silence in all the sectors your units will be moving through, including where they begin.



Reverted Intel

Time Limit: 6:00

Armored units appear as large chips to your enemy while smaller units appear as small chips until your units are detected by a recon or other unit. When you activate the Reverted Intel ruse in a sector, your armored units now appear as small chips while your infantry appear as large chips. This ruse allows you to fool the enemy into thinking that your large group of tanks is only infantry, and they will then send light tanks or other units that are good against infantry against you. It also works well when moving infantry, since the enemy will send antitank guns and tank destroyers—neither of which can even damage infantry. For this ruse to work well, you must locate and destroy enemy recon units that could unmask your ruse.



Spy

Time Limit: 1:00

The Spy Ruse is very powerful but lasts for a short amount of time. When activated, you can detect and see what enemy units are represented by the chips. Since they are detected, you can also order your units to attack these units for as long as the ruse lasts. Spy will not reveal units hidden by Radio Silence or buildings under Camouflage Net Ruses. Use the Spy Ruse when a group of enemies is headed your way; this way you can identify the recon units and attack them with planes or other units and blind the enemy to the rest of your defenses. It is also a good idea to occasionally spy on enemy units near their bases to see what types of defenses your units may face. For example, before sending a group of bombers over a target, Spy to



see if there are lots of anti-aircraft guns that will shoot down your planes. The downside to the Spy Ruse is that it lasts only one minute, so be sure to use it when you can get the most out of it.

Terror

Time Limit: 2:00

This ruse will cause enemy units in the sector to flee faster than they would normally. They do not have to receive as much damage before they break and retreat. Terror is great whether you are attacking enemy defenses or defending against an attack, since it will help reduce the amount of firepower the enemy can direct at your units. Try combining this ruse with Fanaticism so that the enemy breaks easier while your units won't break at all. Don't forget to use this ruse; the more enemy units in a sector, the more effective it can be.



Chapter 2b

Defensive Tactics

No matter the type of battle you are fighting, you will always need to employ defensive tactics. Even if you are the attacker⁵, you must provide defenses for your bases to prevent the enemy from trying to stop your assaults by putting you on the defensive. There are several key factors you need to consider when planning your defense.

First, look at the terrain near your HQ and base. Are there forests or marshes nearby? Do hills or water create barriers to movement? Where do the roads run and the cities lie? Terrain is an important factor in defense. It can create choke points through which the enemy must move if they are going to advance on your base. Forests and marshes can hide infantry, antitank guns, and anti-air guns as well as your recon units. These types of terrain also block the movement of tanks and other heavy units. Choke points are a great place to position your defenses, because you know the enemy will have to travel through them, thus allowing you to concentrate your defenses on one or a few spots rather than across the entire map.



Town squares are a great place to hide infantry for ambushes, since the enemy will often use the roads that run through the towns to advance toward your base.

After considering terrain, you must do a little reconveyance. Look at the types of bases the enemy has. This lets you know the types of units the enemy will be sending. If you see several airfields, then you better get some antiair defenses ready. In addition to just looking at the enemy bases, send out some recon units. Move them through forests or marshes so they can stay hidden while spying on enemy movement. Recon units can help you see through the enemy fog of war and detect enemy units moving toward your lines even if the enemy is using ruses such as Radio Silence to hide their movement. Remember that eyes on the ground—or in the air—is vital to ensure that the enemy does not surprise you.

Next, you need to deploy the appropriate defenses. Don't go toe-to-toe with enemy units using the same units they have. If they are sending a column of tanks your way, don't use your own tanks. This will end up with a battle of attrition, since neither side has the advantage. Instead, use antitank guns or tank destroyers.

Infantry hidden in forests, marshes, or town squares are also great defenders. Their ability to ambush nearby enemy units can be devastating to an attack. Since infantry are relatively cheap, you can hide them all over along all routes leading to your base. Even a couple infantry units can slow down an enemy moving through a town and can act as a warning as well.



Rivers divide up a battlefield. Guard the bridges over the rivers since you know that the enemy will have to cross there.

If the enemy is using aircraft, hide antiair guns in terrain and use armored antiair units or defensive positions out in the open. Fighters can also be a good defense. However, they can be costly, and after engaging an enemy plane, a fighter must return to base to refuel and rearm. The plus side of fighters is that you can send them to a location and they will fly around in a circle on patrol and automatically engage any enemy planes that come into range. Aircraft can also be great for defense—especially fighter-bombers. Send them to take out enemy recon units, leaving their other units blind, or use them for attacking tanks or artillery behind the lines. Fighter-bombers give you some great flexibility and the ability to react quickly to changing events on the battlefield.



Use aircraft such as fighter-bombers to hit powerful enemy units to help your defenses on the ground.

Finally, artillery can be a great defensive weapon. Keep it behind your lines and use it to bombard infantry and lighter units to disrupt their attacks. If you use artillery, you will need several of these units to allow for large barrages that can cause some damage before the enemy closes with your other defenses. In addition, artillery can target and fire on unit chips and don't require a detected unit. So if you see a big stack of chips headed your way, order all of your artillery to fire on it.

TIP When hiding units in a forest or other terrain, it is a good idea to have a mix that will be able to stop anything. There are four units that work well with one another in such a situation: a recon unit to detect enemies at a distance, antitank guns for enemy armor, infantry to protect the guns and ambush enemies moving through or near the position, and anti-air guns to deal with enemy aircraft.



If the enemy is using aircraft, stock up on anti-air guns or other defenses to shoot them down. These weapons are also effective against paratroopers.

An old military saying states that the best defense is a good offense. This can be true in *R.U.S.E.* as well. While you still want to position defenses around your base, you can really disrupt an enemy's attack by going on the offensive. Raids against supply depots is a great tactic. Use aircraft or artillery to take out supply depots or move infantry and tanks so they are able to destroy supply trucks as they drive down the road. Cutting off an enemy's supplies limits the number of units they can send against you. You can also use raids to sneak infantry through forests or other terrain in which they can hide and capture enemy bases. This will force the enemy to either recapture the base or destroy it so you can't deploy units right under their noses.

Don't forget to use your ruses. Camouflage Net is almost always a must for defense—especially if the enemy has artillery or aircraft. By hiding your bases, the enemy can't target them. Combine this with dummy buildings in another sector and you can make the enemy send the attack to the wrong location. Spy and Decryption can also be great ruses for determining what the enemy has and where they are going. Finally, when your units face a heavy attack, activate Fanaticism to keep your troops from running away.

Offensive Tactics

In most battles, you will need to seek out and destroy the enemy in order to win rather than just wait for them to come to you. When going on the offensive, you need to consider many of the same factors as you would on the defense so that you can try to avoid a large fight in which the defender has the advantage. As always, reconnaissance is an extremely important factor. Look at the bases the enemy has so you have an idea of the types of units they will be fielding. Send

out some recon units, preferably keeping them hidden as much as possible, to scout out the defenses. Recon planes work best since they can detect enemies hidden in towns, forests, and marshes. You are also looking for enemy recon units. As soon as you find them, send fighter-bombers to take them out if you have aircraft.



Scout out the area around the enemy's base to locate defenses. Recon planes can even detect enemies hidden in woods and town squares.

Next, study the terrain between you and your opponent. Note choke points through which you must move, and pay close attention to the enemy's flanks. If you have to move through choke points, make sure they are clear of enemies. Send recon units to check them out and leave them in position to spy on the enemy. Determine a flank where you will attack and choose another route—such as center or opposite flank—where you will create a distraction.

Your assault will need an attack group. This should contain several types of units. Tanks and infantry will usually make up the bulk of the force. However, take along tank destroyers and even some anti-air units if the enemy has an airfield. Assault guns can also come in handy. While assembling this force, send a distraction force toward the other route. Keep it out in the open so the enemy sees it. Include some dummy units by activating a Fake Assault or similar ruse. This distraction force should go after supply depots or even enemy bases near its sector to try and draw the enemy defenders toward it.

TIP Consider building some bases up near the front lines so you can quickly add reinforcements to the battle. Barracks are a good choice for a forward base since infantry and recon can always come in handy.



Destroy enemy recon units as soon as you detect them so they can't be used to detect your own units.

As the distraction force is moving, send your main attack group toward its objective. Use Radio Silence and Blitz Ruses to hide its movement and speed it up, respectively. Send recon ahead and use fighter-bombers to take out recon units that might detect your attack group. Try to infiltrate your infantry in close to the enemy base if forests or marshes allow you to do this. Target defensive structures with your artillery or air units to clear them out. Then as your tanks and other units rush in, activate the Terror Ruse to give you an advantage during the fight, and use Blitz so your infantry can move quickly to capture the bases. While bases are great to get, try to get the HQ. Once you have the enemy's HQ, they can no longer use ruses or collect supplies. Use the newly captured bases to produce units that can be added to the fight immediately. As your main attack group strikes, you can even send in your distraction force to hit the enemy from a different side—forcing them to divide their units or leave one side undefended.



Keep some tank destroyers with your attack group to deal with enemy tanks before they can fire at you. Artillery can be used to take out antitank guns and other units or defensive positions at long range.

In addition to this standard attack using deception, there are many other tactics you can use. If you have access to long-range artillery, use it to bombard enemy bases and supply depots to disrupt the enemy's ability to deploy new units. Airborne operations are also a good option. With a few airfields, you can send fighter-bombers to attack tanks and send bombers to hit factories, and you can drop paratroopers into forests near bases so they can then move in and capture the bases. This tactic can be expensive, so you will need to build several supply depots to fund your aircraft. Be sure to target enemy airfields as well as artillery and anti-air bases. If you can destroy those with your bombers, you will limit the threats to your aircraft.



Drop a bunch of paratroopers down into town squares. They can quickly take out the enemies inside the town and ambush enemy units coming to force them out. Use this as part of a main attack or as a distraction.

TIP Mix up your tactics each time you play. Try different units and ruses to help you win. Be careful not to get into a rut where you use the same tactics every time. Your opponents will learn them and then develop defenses to take advantage of them. Always try to do something unexpected. If you usually hit from the flanks, sometimes a frontal assault down the middle will catch your foes off guard and let you divide the defender's units. Keep it fresh!

Chapter 3

Quartermaster Corps

R.U.S.E. offers a great variety of units available to its commanders. Each nationality has its own unique units. This chapter contains information on all of the units in the game, as well as all of the structures. A good commander needs to know the strengths and weaknesses of his own units, as well as those of the enemy's units.

Reading the Unit Data

SHERMAN



Urgently developed to replace the mediocre M3 Lee tank, the M4 Sherman owes its fame to one sole quality: its numbers. Easy, cheap and fast to produce, though its armor wasn't much better than that of the Lee it enjoyed better mobility. It also had a significantly better 75mm main gun with a modern stabilizer and sight. With the M4 Sherman the USA finally has access to an average medium tank, but it needs to be deployed in large numbers to match its technologically superior opponents.

Speed

35 km/h

Requires

Warmode:
1942+

Factory:
Armor Base

Upgrade of:
LEE

Price:
\$20

	Armor	Infantry	Vehicle	Building	Aircraft	1	2	3	4	5	Range
Medium cal. HE shell	2	33	33	33	7	3	2	1	0		300 m
Medium cal. AP shell	2	200			25	20	12	8	5		300 m
.30 cal. Machine-gun	1	21	21								250 m

The unit data cards for each unit provide a wealth of information. The top of the card provides some historical background. Along the left side is listed the unit's maximum speed, the time period it is introduced, where it can be produced, if it is an upgrade of another unit, and finally its price. The symbol at [] is the type of armor class. There are several different types, including infantry, vehicle, building, aircraft, and five levels of armor.

At [], you can see the thickness of the armor (if the unit has one of the five levels of armor) and the unit's resistance. Resistance represents how much damage a unit can take. When it has received damage equal to 50 percent or more of its resistance, the unit will withdraw—unless it is in a sector where the owner or allies have activated the Fanaticism Ruse. Once the damage is equal to the resistance, the unit is destroyed. Resistance is slowly restored on its own, so if a unit retreats away from being attacked, it will eventually restore its resistance back to its starting maximum value.

The information at [] lists the weapons carried by the unit as well as how much damage each weapon will inflict on the units of various armor classes. The number next to the weapon icon is the weapon's level. The higher the number, the more powerful the weapon. The columns to the right of the weapon icon show how much damage the unit can inflict per second.

Finally, the last column at [] lists the range of fire for each weapon.

In the example of the Sherman medium tank, we can see it has class 3 armor, which is 45 mm thick. It is armed with a main gun that can fire both high-explosive (HE) and armor-piercing (AP) shells. It also has a .30-caliber machine gun. When attacking infantry, the tank can cause 54 points of damage per second if it is within 250 meters of the target, since both the main gun and machine gun can attack. On the other hand, the Sherman can't attack aircraft. When attacking unarmored vehicles, the tank causes 254 points of damage per second. It causes only 5 points of damage per second against class 5 armored targets. Remember that these damage values are points per second as an average. If the Sherman fires only every three seconds, you would multiply the damage value by 3 to determine how much damage is inflicted in every shot.

General Structures

These structures are common to all six nationalities:



ADMINISTRATIVE BUILDING



Generates \$1 every 4s.

Requires

Warmode:
1945+

Factory:
HQ

Upgrade of:
None

Price:
\$100



Armor
Building
Resistance: 250

SECONDARY HEADQUARTERS



May field engineers and receive supply convoys.

Requires

Warmode:
1942+

Factory:
HQ

Upgrade of:
None

Price:
\$40



Armor
Building
Resistance: 1000

BARRACKS



May field infantry units and light recon.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$20



Armor
Building
Resistance: 750

ARTILLERY & ANTI-AIR BASE



May field artillery and anti-air units.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$35



Armor
Building
Resistance: 750

ANTI-TANK BASE



May field anti-tank units.

Requires

Warmode:
1942+

Factory:
HQ

Upgrade of:
None

Price:
\$35



Armor
Building
Resistance: 750

ARMOR BASE



May field armored units and armored recon.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$30



Armor
Building
Resistance: 750

AIRFIELD



Each airfield may field up to 8 aircraft, and airborne units.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$60



Armor
Building
Resistance: 750

PROTOTYPE BASE



May field prototypes.

Requires

Warmode:
1945+

Factory:
HQ

Upgrade of:
None

Price:
\$120



Armor
Building
Resistance: 750

United States

MACHINE-GUN POSITION



Position armed with two .50 cal. heavy machine-guns.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$20



Armor

Building

Resistance: 250



Fixed .50 cal.
Fixed MG



38

38

300 m

Fixed .50 cal.
Fixed MG



38

38

300 m

ANTI-AIR BUNKER



Position armed with twin Bofors anti-aircraft guns.

Requires

Warmode:
1942+

Factory:
HQ

Upgrade of:
None

Price:
\$30



Armor

Building

Resistance: 750



Med twin AA gun
AA gun



48

48

48

10

5

2

1

0

48

550 m

ANTI-TANK BUNKER



Position armed with a 76mm heavy anti-tank gun.

Requires

Warmode:

1939+

Factory:

HQ

Upgrade of:

None

Price:

\$25



Armor

Building

Resistance: 750



Large cal.
AP shell



400

100

50

25

20

12

500 m

WILLYS



Convinced of the need for a fast, cheap and easily mass-producible scout car, the US Army deployed its famous Willys throughout its divisions. Cross-country capable, fast, easy to conceal in woods and carrying soldiers specially trained in intelligence gathering, its weaknesses were in its complete lack of armament and armor.

Speed

47 km/h

Requires

Warmode:

1939+

Factory:

Barracks

Upgrade of:

None

Price:

\$5



Armor

Vehicle

Resistance: 400

G.I.



The young Americans G.I.s, mostly inexperienced, could count on modern automatic armament (Garand, Carabine M1, B.A.R., etc.) to bring heavy, though often inaccurate, fire upon the enemy. The same applies for close combat, where the small but very effective Mk2 grenade allowed them to saturate enemy positions with deadly fragments.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$5

Armor

Infantry

Resistance: 400

Bazooka
Bazooka

750

125

63

50

30

20

150 m

Light grenade
Grenades

17

17

17

3

2

1

0

0

70 m

Light weapons
Infantry weapon

20

20

150 m

RANGERS



Made up of volunteers from the regular army, Rangers units were usually employed in a commando role for special operations or to act as shock troops against very specific targets. If their weapons were no different from the light infantry's, they were always adapted to their missions and, in the hands of accomplished specialists, provided deadly firepower. They are also equipped with heavier bazookas, from which a precise shot can disable even a medium tank from the late war.

Speed

28 km/h

Requires

Warmode:
1942+Factory:
BarracksUpgrade of:
G.I.Price:
\$5

Armor

Infantry

Resistance: 500

Hvy Bazooka
Bazooka

2000

500

250

125

100

60

150 m

Heavy grenade
Grenades

33

33

33

7

3

2

1

0

70 m

Heavy weapons
Infantry weapon

80

80

150 m

BOFORS



The Swedish 40mm Bofors was a towed anti-aircraft gun widely used by all belligerents during this war. Despite a limited range, it had good firepower thanks to its 40mm explosive shells. It is best used in large numbers, spread around the area to be defended and concealed to avoid early detection. With an average price, the Bofors is restricted to the defense of static positions like base camps, logistic lines or artillery parks as it is too slow and lacks the armor necessary for front line duty.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$10Armor
Infantry

Resistance: 400

Medium AA gun
AA gun

23

23

23

5

2

1

1

0

23

550 m

M16



The M16 Multiple Motor Carriage was a transport M3 half-track converted for AA duty by adding the four .50 caliber machine guns of a Maxson M45 turret to it. Though its light armor makes it vulnerable both to tanks and fighter-bombers, the M16 can still provide efficient and mobile air-defense while escorting infantry or tanks. Its crew can engage light ground targets that come too close, tearing apart anything foolish enough to get in range of its four heavy machine-guns.

Speed

31 km/h

Requires

Warmode:
1942+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$15Armor
Vehicle

Resistance: 400

Hvy quad AA MG
AA gun

56

56

28

550 m

M19



The M19 was the latest US development in mobile air defense, gradually replacing the M16 GMC. With much improved armor and an armament upgraded to twin M2 40mm anti-aircraft guns, it had the resistance of a light tank and deadly AA firepower. Although heavier, its engine allows the M19 to keep up with tanks and provide them with an effective mobile air defense. Its guns can also be turned on ground units to repel infantry or armored reconnaissance.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Artillery & Anti-air
BaseUpgrade of:
M16Price:
\$30

Armor

45mm

Resistance: 400

Med twin AA gun
AA gun

48

48

48

10

5

2

1

0

48

550 m

PRIEST



The M7 105mm Howitzer Motor Carriage, nicknamed "Priest", was a self-propelled gun. Built from a regular 105mm howitzer mounted on a lightly armored M3 Lee tank chassis, it granted its crew some shelter against enemy return fire. Though it is expensive to produce, its good rate of fire, wide damage radius on impact and good range make the Priest effective against structures, concentrations of light troops and enemy artillery. It can also hit unidentified targets, even beyond obstacles.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$35

Armor

15mm

Resistance: 400

Medium cal.
HE shell

17

17

17

3

2

1

0

0

1.2 km

M40



The M40 Gun Motor Carriage was the Priest's successor, and its 155mm gun made it deadly up to a long range. Built on an M4 Sherman, it did not suffer a decrease in mobility even though it carried heavier armor than its predecessor. At a slightly higher cost than the Priest, the M40 renders similar assistance but much more effectively. Like the Priest, unfortunately, the M40 is very vulnerable to enemy tanks and fighter-bombers.

Speed

24 km/h

Requires

Warmode:
1945+Factory:
Artillery & Anti-air
BaseUpgrade of:
PRIESTPrice:
\$50

Armor

15mm

Resistance: 400

Medium cal.
HE shell

23

23

23

5

2

1

1

0

1.6 km

GREYHOUND



First developed as a new light tank destroyer armed with a 37mm anti-tank gun, field testing in 1941 proved the M8 to be already outdated in this role. It was immediately turned over to the Army's recon battalions, who made a very effective light armored car out of it. Its main gun allows them to engage enemy vehicles and even some light tanks, while its .30.cal. machine-guns are sufficient to keep enemy infantry at bay.

Speed

43 km/h

Requires

Warmode:
1942+Factory:
Armor BaseUpgrade of:
NonePrice:
\$25

Armor

15mm

Resistance: 400

Small cal.
AP shell

75

15

9

6

4

3

250 m

.30 cal.
Machine-gun

21

21

250 m

STUART



The M3A1 Stuart light tank proudly bore the name of a daring American Civil War cavalry general. Due to a powerful engine, it could drive around the enemy and strike where it hurt most while dodging any serious riposte. Although poorly armored and equipped with a feeble 37mm gun, the Stuart could intervene anywhere quickly and in large numbers. They are best used as frontline "firemen" or as a quick response defense force versus infantry, against which its .30 machine-guns are highly effective.

Speed

43 km/h

Requires

Warmode:

1939+

Factory:

Armor Base

Upgrade of:

None

Price:

\$15



Armor

15mm

Resistance: 400



Small cal.

HE shell



30

30

30

6

3

2

1

0

250 m

Small cal.

AP shell



75

15

9

6

4

3

250 m

.30 cal.

Machine-gun



21

21

250 m

CHAFFEE



Combat experience had shown many weaknesses in the Stuart light tank's design, mainly its poor armament. The M24 Chaffee was developed to be at least as fast as the M3A1 Stuart but with the firepower of an M4 Sherman. The result surpassed expectations; the M24 Chaffee was faster and better armored than a Stuart, with a modern 75mm gun roughly equivalent to that of a Sherman. At the same price as a Sherman, the Chaffee trades some of the latter's armor for speed.

Speed

47 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

STUART

Price:

\$20



Armor

30mm

Resistance: 400



Medium cal.

HE shell



33

33

33

7

3

2

1

0

300 m

Medium cal.

AP shell



200

25

20

12

8

5

300 m

.30 cal.

Machine-gun



21

21

250 m

LEE



Developed in urgency after the outbreak of the war and inspired by the French B1 bis design, the M3 Lee tank cannot be considered a successful medium tank. It was hampered by poor mobility, bolted armor that was dangerous for its crew, a feeble 37mm main gun, a short-barreled 75mm mounted in hull, and ran on highly flammable petrol. The Lee has some utility as a frontline mobile fortification, and can be used to bear the brunt of enemy hits while more effective guns deploy under its protection.

Speed

27 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$20

Armor

45mm

Resistance: 400

Small cal.
HE shell

60

60

60

12

6

3

2

1

250 m

Small cal.
AP shell

100

20

12

8

5

4

250 m

.30 cal.
Machine-gun

21

21

250 m

SHERMAN



Urgently developed to replace the mediocre M3 Lee tank, the M4 Sherman owes its fame to one sole quality: its numbers. Easy, cheap and fast to produce, though its armor wasn't much better than that of the Lee it enjoyed better mobility. It also had a significantly better 75mm main gun with a modern stabilizer and sight. With the M4 Sherman the USA finally has access to an average medium tank, but it needs to be deployed in large numbers to match its technologically superior opponents.

Speed

35 km/h

Requires

Warmode:
1942+Factory:
Armor BaseUpgrade of:
LEEPrice:
\$20

Armor

45mm

Resistance: 400

Medium cal.
HE shell

33

33

33

7

3

2

1

0

300 m

Medium cal.
AP shell

200

25

20

12

8

5

300 m

.30 cal.
Machine-gun

21

21

250 m

PERSHING



The M26 Pershing was the only true "heavy" tank in the US arsenal. Deployed in the last months of the war, it was fast for its size but not quite as heavily armored as its heaviest foreign counterparts. The M26 could make a difference with its excellent 90mm gun, which was deadly to enemy tanks and buildings. An effective battle tank, the Pershing is too expensive and slow to produce to be mass-deployable. However, if integrated among standard troops it provides them with very useful multi-purpose support.

Speed

34 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

None

Price:

\$40



Armor

60mm

Resistance: 400

Huge cal.
HE shell

36

36

36

7

4

2

1

0

500 m

Large cal.
AP shell

400

100

50

25

20

12

500 m

.30 cal.
Machine-gun

21

21

250 m

SUPER PERSHING



A late enhanced version of the M26 Pershing, the M26A1E2, dubbed "Super Pershing", was able to fight on equal terms with any heavy tank of the conflict. With better mobility and turret rotation speed, equivalent armor, and better muzzle velocity, the Super Pershing was deadlier than the original M26. In fact, it could be said that the "Super Pershing" already had one track in the Cold War.

Speed

36 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

PERSHING

Price:

\$40



Armor

60mm

Resistance: 400

Huge cal.
HE shell

40

40

40

8

4

2

1

0

500 m

Large cal.
AP shell

480

120

60

30

24

14

500 m

.30 cal.
Machine-gun

21

21

250 m

M1 57MM



The M1 57mm AT gun is a British-made gun (the QF-6) given to US divisions to strengthen their poor anti-tank capacity. Of medium size, he's easy to conceal in woods, allowing his 3-men crew to lay ambushes and fire precise shots at the weak parts of unexpected enemy tanks. Quite expensive to produce for such a specialized unit, its deployment as part of an anti-tank screen, if possible with cross-fired open range, may turn every wood or town into a tank trap, whatever its armor.

Speed

24 km/h

Requires

Warmode:
1942+

Factory:
Anti-tank Base

Upgrade of:
None

Price:
\$10



Armor

Infantry

Resistance: 400



Adv.med.cal.
AP shell



300

50

25

20

12

8

450 m

M5 76MM



The M5 L50 76mm anti-tank gun was the 57mm's successor and was also manufactured by the British. This powerful gun had a very long range but remained easy to conceal in rough terrain, where it could make the most of its very effective armor piercing shell. Though it could penetrate the thickest armor, its high price prevented massive deployment and restricted it to duty on the most important routes. It requires infantry in support, and is best used from concealment rather than in open terrain.

Speed

24 km/h

Requires

Warmode:
1942+

Factory:
Anti-tank Base

Upgrade of:
M1 57MM

Price:
\$10



Armor

Infantry

Resistance: 400



Large cal.
AP shell



400

100

50

25

20

12

500 m

WOLVERINE



M10 "Wolverine" tank destroyers had a distinctive characteristic in their class: a turret! Slow but nevertheless rotating, it allowed the AT gun to be fired while moving. Its powerful 76mm gun could easily pierce through most first generation medium or heavy tanks, even at very long range. Though it is very effective against tanks and quite mobile, the M10 is also expensive, lightly armored, and lacks high explosive shells or a machine-gun.

Speed

31 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$15

Armor

15mm

Resistance: 400

Adv.med.cal.
AP shell

3

300

50

25

20

12

8

400 m

JACKSON



The M36 "Jackson", also nicknamed "Slugger", was superior to its ancestor, the M10, in almost every way. Its 90mm gun could smash through any armor at very long range, its turret rotated more quickly and the vehicle itself was faster. Its average armor is only slightly enhanced compared to the M10, so this tank destroyer has to be closely escorted to avoid turning from hunter to prey.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Anti-tank BaseUpgrade of:
WOLVERINEPrice:
\$20

Armor

30mm

Resistance: 400

Large cal.
AP shell

4

483

121

60

30

24

15

500 m

GRASSHOPPER



The "Grasshopper", a light plane capable of landing and taking off from tiny air strips, was converted into a recon plane early in the war. It was effective at identifying enemy units, even in rough terrain, though the technology of the period prevented it from discerning the difference between dummies and real units. Although very slow and vulnerable, the Grasshopper is very valuable when ground recon is unable to keep track of enemy movements.

Speed

360 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$20



Armor

Aircraft

Resistance: 400

AIRBORNE



Motivated volunteers equipped with numerous automatic weapons (Thompson, B.A.R, cal. 30 machine-gun, etc.), US paratroopers had no reason to be envious of heavier infantry when it came to sheer firepower. Two years of intense training and a fondness for assault grenades made fierce close combat fighters out of them. Deployable behind enemy lines, masters in the arts of concealment and ambush, they were a constant threat hanging over the enemy.

Speed

24 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$15



Armor

Infantry

Resistance: 400



Bazooka

Bazooka

3

750

125

63

50

30

20

150 m

Heavy grenade

Grenades

3

33

33

33

7

3

2

1

0

70 m

Heavy weapons

Infantry weapon

80

80

150 m

P40 WARHAWK



The first all-metal US fighter, the P40 "Warhawk" with its famous "shark mouth" wasn't actually as a good plane as its reputation made one believe. Its armament was too light (four .30 cal. machine-guns) and its engine underpowered, and the fact that the P40 was usually engaged against more sophisticated fighters didn't help. However, as it is cheap to produce the P40 can be deployed in pairs in order to restore the balance. As for strafing, with only four light machine-guns that is certainly not its strong point.

Speed

540 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$20



Armor

Aircraft

Resistance: 400



Small cal.
Machine-guns



75

75

27

0 m

P51 MUSTANG



An exceedingly maneuverable fighter, fast and well armed with six M2 .50 cal. heavy machine-guns, the P51 "Mustang" was the stallion of the sky and a long-awaited successor of the outdated P40. Its ground strafing capacity is notably improved, on the condition that it does not target armored units. Technically, only a jet-propelled fighter can give a Mustang cause for concern; but in that case, thanks to its reasonable production price, it would suffice to deploy it in pairs to even the balance.

Speed

720 km/h

Requires

Warmode:
1942+

Factory:
Airfield

Upgrade of:
P40 WARHAWK

Price:
\$25



Armor

Aircraft

Resistance: 400



Small cal.
Machine-guns



75

75

41

0 m

P47 THUNDERBOLT



The P47 "Thunderbolt" was a ground support fighter-bomber that was highly appreciated by US soldiers. Though it was quite expensive and had only average speed and limited manoeuvrability, it could carry ten 127mm rockets which would instantly kill any light armor in sight and severely damage heavier tanks. The icing on the cake is its defensive capabilities; the P47 can sustain many hits and its eight (!) 12.7mm heavy machine-guns that will discourage most opponents.

Speed

630 km/h

Requires

Warmode:
1942+Factory:
AirfieldUpgrade of:
NonePrice:
\$30

Armor

Aircraft

Resistance: 400



Medium cal. Machine-guns



2

105

105

31

0 m

Light rockets Rockets



3

20

860

50

144

72

57

34

23

0 m

B25 MITCHELL



The B25 "Mitchell" is a medium bomber whose flight performance was lauded by the USAAF. Despite having a limited 1.4 ton bomb load and requiring two or three bombers to guarantee the destruction of all but the most vulnerable targets, the Mitchell was still very effective against enemy buildings. Its reasonable production price allows deployment of several squadrons, which improve its chances of reaching its target as the B25's average speed make it a tempting target for enemy air defenses.

Speed

450 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$25

Armor

Aircraft

Resistance: 400



Light bomb Carpet bombing



3

179

179

446

36

18

9

4

2

0 m

Large cal. MG turrets



3

24

400 m

B17 FLYING FORTRESS



A freight train for bombing runs, armed with thirteen M2 .50 cal. heavy machine-guns that covered every angle, the B17G "Flying Fortress" certainly earned its name. Sturdy, reliable and with a 3 ton bomb load precisely dropped thanks to the Norden sight, it can raze any structure in a single run. However, the B17's low speed make it vulnerable to AA fire. Even though a squadron of B17s can keep a few enemy fighters at bay, far superior results can be achieved when they have solid fighter escorts.

Speed

450 km/h

Requires

Warmode:

1942+

Factory:

Airfield

Upgrade of:

B25 MITCHELL

Price:

\$35



Armor

Aircraft

Resistance: 400



Heavy bomb
Carpet bombing



5

417

417

1042

83

42

21

10

4

0 m

Large cal.
MG turrets



3

28

400 m

LONG TOM



Produced just before the outbreak of the war, the M1 155mm gun, aka "Long Tom", replaced the outdated French 155mm GPF gun then still in service in the US artillery. Though of the same caliber and with a slow rate of fire, the Long Tom had twice the range of the GPF and fired more powerful explosive shells. "Long Tom's" high-angled shells can hit unidentified targets, which make this powerful artillery gun effective for pulverizing light troops and buildings. However, it is handicapped by very slow movement.

Speed

24 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$50



Armor

Infantry

Resistance: 400



Large cal.
HE shell



3

31

31

31

6

3

2

1

0

2.4 km

CALLIOPE



The Calliope was a rocket-launcher variant of the M4 Sherman tank. Equipped with rails supporting 60 light rockets placed above the tank itself, it could fire a terrific barrage bombardment at a range equivalent to that of a 75mm field gun. Lacking accuracy, it relied on its rockets' high explosive capacities to saturate an area with explosives, usually creating panic on a large scale. Aside from the modern weaponry, the Calliope has all the characteristics of an M4 Sherman in terms of armor, armament and mobility.

Speed

35 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$40



Armor

45mm

Resistance: 400

Medium cal.
AP shell

200

25

20

12

8

5

300 m

Light rocket
Rocket

38

38

38

8

4

2

1

0

1 km

.30 cal.
Machine-gun

21

21

250 m

CROCODILE



The Sherman Crocodile was a rare variant of the M4 Sherman, with one of the machine-guns in the hull exchanged for a heavy flamethrower. Firing huge but short-range flame bursts, it could annihilate in a heartbeat any building or light unit, and even cause serious damage to tanks. Bursts can be fired in a low arc to burn targets hidden behind an obstacle. The "Crocodile" retains most of the M4's characteristics: same speed, same armor, and the same 75mm gun in its turret.

Speed

35 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$30



Armor

45mm

Resistance: 400

Flamethrower
Flamethrower

200

200

200

40

20

10

5

2

300 m

T95



The prototype Gun Motor Carriage T95 was a hybrid vehicle, somewhere between a tank and a tank destroyer. Originally designed to breach static defenses like the Siegfried line, when its very powerful 105mm gun is loaded with either HE or AT shells it can make quick work of any kind of armor, any buildings, or concentration of troops. It can sustain many hits due to its thick armor, but lacks a turret and can't fire when moving.

Speed

31 km/h

Requires

War mode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$55

Armor

75mm

Resistance: 400



Giant cal.

HE shell



40

40

40

8

4

2

1

0

500 m

Adv. large cal.

AP shell



500

200

100

50

25

20

500 m

Germany

MACHINE GUN NEST



Position armed with two MG42 heavy machine-guns.

Requires

Warmode:

1942+

Factory:

HQ

Upgrade of:

None

Price:

\$25



Armor

Building

Resistance: 250



Fixed MG 42
Fixed MG



45

45

300 m

Fixed MG 42
Fixed MG



45

45

300 m

SIEGFRIED BLOCKHAUS



Position armed with an 88mm heavy anti-tank gun and a flamethrower.

Requires

Warmode:

1939+

Factory:

HQ

Upgrade of:

None

Price:

\$45



Armor

Building

Resistance: 2000



Flamethrower
Flamethrower



300

300

300

60

30

15

8

3

300 m

Large cal.
AP shell



400

100

50

25

20

12

600 m

KÜBELWAGEN



The Blitzkrieg concept required that strike divisions of the German army have recon units that could match the speed of the advance. That need gave birth to the Kubelwagen. Cross-country capable, fast and easy to conceal in rough terrain, it carries soldiers specially trained in intelligence gathering. A bit more expensive than its American counterpart, the Willys, the Kubelwagen also shares its weakness: a lack of armament and armor.

Speed

47 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$10Armor
Vehicle

Resistance: 400

SDKFZ 222



To solve the Kubelwagen's main weakness, a lack of weapons, the Aufklärung-Abteilung (recon groups) came up with a more expensive vehicle equipped with heavy armament for its size: an MG 34 and a 20mm gun. This new scout car, named Sonderkraftfahrzeug 222, was not only cross-country capable but could also repel large numbers of enemy infantry. It could defeat opposing armored recon units, but the lack of armor is still a problem while facing enemy tanks, even light ones.

Speed

39 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$20Armor
15mm

Resistance: 400

MG 42
Machine-gun

33

33

250 m

Small cal.
AP shell

53

11

6

4

3

2

250 m

GRENADIER



German riflemen, the backbone of the Wehrmacht, were pompously renamed "Grenadiers" in 1942. More and more heavily armed during the course of the war, their many automatic weapons (MG 34, MP 40, etc.) allowed them to deliver an incredible volume of fire. At mid-war, grenadier companies had no equal among their foreign opposite numbers. Fierce fighters in close combat, they can also take down medium tanks at close range when laying an ambush.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$5

Armor

Infantry

Resistance: 400



Panzerfaust

Panzerfaust



750

125

63

50

30

20

150 m

Light grenade

Grenades



17

17

17

3

2

1

0

0

70 m

Med. weapons

Infantry weapon



40

40

150 m

STURMGRENADIER



The name Sturmgranadier (assault grenadiers) covers no official outfit, but designates those among grenadiers serving in front line duty, battle hardened veterans with the most combat experience. Lavishly equipped with the very best of Germany's arsenals (Gewehr 43, MG 42, etc.), they are as deadly by fire than hand to hand. Also armed with the most effective and wisely named Panzerschreck ("ArmorTerror"), they are a threat to any armor, be it heavy, closing from their position.

Speed

28 km/h

Requires

Warmode:
1942+Factory:
BarracksUpgrade of:
GRENADIERPrice:
\$5

Armor

Infantry

Resistance: 500



Panzerschreck

Panzerschreck



3750

1500

750

375

188

150

150 m

Heavy grenade

Grenades



33

33

33

7

3

2

1

0

70 m

Heavy weapons

Infantry weapon



80

80

150 m

FLAK 20MM



The Wehrmacht preferred placing its air defense in the hands of its fighters rather than in ground AA ("Fliegerabwehrkanone", a.k.a. "Flak" guns). Despite this doctrine, the Wehrmacht ordered the 20mm Flak 30 guns to protect key areas. Towed and with limited range it needs to be used in great numbers, ideally spread around the defended area and concealed to avoid early detection. The Flak cannon is best used in combination with fighters to set up an effective air defense screen.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$10Armor
Infantry

Resistance: 400

Light AA gun
AA gun

18

18

18

4

2

1

0

0

18

550 m

HAUBITZE 75MM



The 75mm FK 18 (Feldkanone 18) was the light component of the German artillery arsenal; it combined a good rate of fire and a fairly good range. It fires explosive shells at a high angle, permitting it to hit non-identified targets hidden by obstacles. Excellent against structures, concentrations of light troops and enemy artillery, this field artillery is almost useless against armored units. As it is towed by truck, the FK 18 is quite slow and has to be set up at safe distance from the enemy.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$15Armor
Infantry

Resistance: 400

Small cal.
HE shell

14

14

14

3

1

1

0

0

800 m

HAUBITZE 150MM



The 150mm sFH 18 (schwere Feldhaubitze 18) became the backbone of the German artillery when it entered the war. Though its rate of fire was slightly less than that of a 75mm howitzer, it enjoyed a much better range and used an explosive shell that was three times more powerful. Like its predecessor, it is best used against buildings and concentrations of light troops, identified or not. Heavy and cumbersome, it has to be towed by trucks and as a result is slow to move.

Speed

24 km/h

Requires

Warmode:
1942+Factory:
Artillery & Anti-air
BaseUpgrade of:
HAUBITZE 75MMPrice:
\$50

Armor

Infantry

Resistance: 400

Medium cal.
HE shell

2

23

23

23

5

2

1

1

0

1.6 km

FLAK 88MM



Arguably WW2's most famous gun, the 88mm Flak 36 L56, or simply "88", was built as a dual-purpose weapon: an effective AA gun against slow moving targets (like bombers) and a very powerful AT gun that could pierce any type of armor. The 88 has its downsides: it is slow to build and deploy, expensive to produce, and has a bulky shape that makes it difficult to conceal its deployment in woods or marshes.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$40

Armor

Infantry

Resistance: 400

Heavy AA gun
AA gun

3

25

600 m

Large cal.
AP shell

4

400

100

50

25

20

12

600 m

STUG



The StuG III (Sturmgeschütz), the father of the modern assault artillery branch, was actually a short range howitzer mounted directly on the hull of a Panzer III chassis. Its role was to provide the infantry with direct or indirect close support. Sacrificing range for accuracy, a StuG had to close on its target to pulverize it with high explosive shells. While it has the armor and mobility of a medium tank it is not effective as a tank because it lacks the armor piercing shells needed for anti-tank capacity.

Speed

31 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$25

Armor

45mm

Resistance: 400

Assault Gun
Assault gun

25

25

25

5

3

1

1

0

650 m

STURMTIGER



The 38cm RW61 "Sturmörser Tiger" (aka "Sturmtiger"), was the StuGs' successor. Though its short-barreled 380mm gun had only an average range, its 300 kg high explosive rockets inflicted tremendous damage. This warhead permits the Sturmtiger to blast any infrastructure building in only a few shots. Extremely resistant, the Sturmtiger had the protection of a King Tiger but shared its slow speed. A fortification and building killer, the Sturmtiger can also engage armored units even if that is not its primary mission.

Speed

20 km/h

Requires

Warmode:
1945+Factory:
Artillery & Anti-air
BaseUpgrade of:
STUGPrice:
\$40

Armor

75mm

Resistance: 400

Hvy Assault Gun
Assault gun

43

43

43

9

4

2

1

0

700 m

PANZER III



A physical incarnation of the "Blitzkrieg" doctrine, the Panzerkampfwagen III G was fast as well as easy and cheap to produce so the Wehrmacht fielded large numbers of them in a very short time. Though its main 50mm gun was only average and its armor was poor, the Panzer III remained the best in its category. An easy target for enemy medium tanks, it is still useful for hitting enemy infantry with its MG-34 machine-gun or striking at unprotected enemy flanks.

Speed

39 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$15

Armor

15mm

Resistance: 400

Small cal.
HE shell

30

30

30

6

3

2

1

0

250 m

Small cal.
AP shell

100

20

12

8

5

4

250 m

MG 34
Machine-gun

26

26

250 m

PANZER IV



Developed first to support the Panzer III in combat, the Panzerkampfwagen IV quickly became the Wehrmacht's main medium tank. If the Soviet T-34 tank was the best in its category, the Pz IV came in a close second. It was well armed as its long 75mm (40L/48) gun was equipped with a very precise sight (a TFZ 5, the best of the war), plus an MG-34 machine-gun in the hull for close defense.

The Pz. IV is also the last German tank of average production cost that can therefore be fielded in great numbers.

Speed

35 km/h

Requires

Warmode:
1942+Factory:
Armor BaseUpgrade of:
NonePrice:
\$25

Armor

45mm

Resistance: 400

Medium cal.
HE shell

33

33

33

7

3

2

1

0

350 m

Medium cal.
AP shell

250

31

25

15

10

7

350 m

MG 34
Machine-gun

26

26

250 m

PANTHER



Successor of the Pz. IV, the Panzerkampfwagen V "Panther" was actually a huge technological leap forward: superior inclined armor, a modern high velocity 75mm gun (a longer version of the Pz. IV's), an MG-42 in hull for close defense, and a Christie-style suspension. The Panther was way ahead of the Pz. IV (and its foreign counterparts) in every aspect but speed, which remained the same as its predecessor. But beware: this technological leap comes at a high price, and can bring a war economy to its knees.

Speed

35 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:
PANZER IV

Price:

\$35



Armor

60mm

Resistance: 400

Large cal.
HE shell

35

35

35

7

4

2

1

0

450 m

Adv.med.cal.
AP shell

338

56

28

23

14

9

450 m

MG 42
Machine-gun

33

33

250 m

TIGER



Arguably the most famous tank of all time, the Panzerkampfwagen VI "Tiger" was a legend: excellent armor, a deadly 88mm gun that was effective against enemy tanks or fortifications, and an MG-34 machine-gun in hull. Every aspect of this tank, far in advance of its time, was made to inspire fear. But such an extravagant outlay of technology has its price: its weight makes the Tiger a slow and cumbersome vehicle, more comfortable in defense than attack, and it costs the equivalent of several foreign tanks.

Speed

27 km/h

Requires

Warmode:

1942+

Factory:

Armor Base

Upgrade of:
None

Price:

\$40



Armor

60mm

Resistance: 400

Huge cal.
HE shell

36

36

36

7

4

2

1

0

500 m

Large cal.
AP shell

400

100

50

25

20

12

500 m

MG 34
Machine-gun

26

26

250 m

KING TIGER



If the Tiger was a legend, the Tiger II (or B), aka "Königstiger" ("King Tiger"), was a tank crew's dream. It had even better armor than the original, a high velocity 88mm gun able to blow away any enemy tank at up to 3000m, and an MG-42 in its hull. But the King Tiger was also an industrial nightmare that is very expensive and slow to produce; as a result it can only be deployed in limited numbers.

Speed

28 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

TIGER

Price:

\$50



Armor

75mm

Resistance: 400

Huge cal.
HE shell

40

40

40

8

4

2

1

0

500 m

Large cal.
AP shell

480

120

60

30

24

14

500 m

MG 42
Machine-gun

33

33

250 m

PAK 36



The PaK 36 (Panzerabwehrkanone 36), from Rheinmetal industries, was an ultra-light towed 37mm AT gun. Outdated at the beginning of the war and unable to harm heavy or even medium tanks (hence its nickname "Door knocker"), its very low profile nonetheless allowed its 2-man crew to conceal it easily and lay ambushes. Its low price permits quick and mass production to saturate an area with light multiple anti-tank fire, turning woods or towns into tank traps, or at least hold-ups.

Speed

24 km/h

Requires

Warmode:

1942+

Factory:

Anti-tank Base

Upgrade of:

None

Price:

\$5



Armor

Infantry

Resistance: 400

Medium cal.
AP shell

250

31

25

15

10

7

400 m

PAK 40



The PaK 40 (Panzerabwehrkanone 40) eliminated the flaws of its predecessor, the PaK 36. This 75mm AT gun was very effective against light or medium tanks, and could even disable heavy tanks with a well aimed shot. Despite its heavy caliber it had a very low profile, which allowed it to be concealed for ambushes by its 2-man crew. Its production cost is low enough to allow widespread use. As it is towed by trucks it is fairly slow, and therefore is best used in a defensive role.

Speed

24 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
PAK 36Price:
\$15

Armor

Infantry

Resistance: 400

Large cal.
AP shell

400

100

50

25

20

12

500 m

MARDER



Marders were custom made tank destroyers, rigged from captured enemy AT guns and outdated tank chassis. They proved useful to support infantry advances in the face of enemy armored reconnaissance or light armor, and could even keep early war medium tanks at a safe distance. Their somewhat irregular development meant that Marders were hampered by poor sights, unusual foreign ammunitions, and other drawbacks. Lightly armored, they are easy targets for enemy tanks or anti-tank guns.

Speed

31 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$15

Armor

15mm

Resistance: 400

Large cal.
AP shell

400

100

50

25

20

12

500 m

JAGDPANTHER



The Jagdpanther was a heavy tank destroyer built from a Panther's chassis with an encased 88mm AT gun. Heavily armed and armored and with a very long range, the Jagdpanther can destroy almost any tank with a single shot. Those who did resist its first shot wouldn't last much longer... The downside was poor mobility, which required careful planning of its movements. It is expensive as well as vulnerable to air or close combat infantry attacks, against which it is largely defenseless ...

Speed

31 km/h

Requires

Warmode:
1945+

Factory:
Anti-tank Base

Upgrade of:
MARDER

Price:
\$30



Armor

60mm

Resistance: 400



Large cal.
AP shell



483

121

60

30

24

15

500 m

STORCH



First developed as a liaison plane, the short take-off and landing Fi 156 "Storch" ("Stork") was successfully converted to a recon plane. Very effective in identifying enemy units, even when concealed in rough terrain, it lacks the technology needed to tell at a distance the difference between decoys and real units. Despite being very slow, extremely vulnerable and expensive, this unit is essential when ground recon is unable to keep track of enemy movements.

Speed

360 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$20



Armor

Aircraft

Resistance: 400

FALLSCHIRMJÄGER



The Germans were the first ones to make massive use of airborne units in combat during their 1940-41 campaigns. With superior training and the best armaments of any nation (MG-42, FG-42, MAB 38, etc.), Fallschirmjäger carried as much firepower as a heavy infantry unit and never backed down from close combat. Even enemy armor learned to stay away from them, especially in an ambush, for they are equipped with deadly anti-tank weapons.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$15Armor
Infantry

Resistance: 400

Panzerschreck
Panzerchreck

5

3750

1500

750

375

188

150

150 m

Heavy grenade
Grenades

3

33

33

33

7

3

2

1

0

70 m

Elite weapons
Infantry weapon

5

100

100

150 m

ME109



A key frontline fighter of the Luftwaffe, the Bf 109c was a reliable, cheap and quickly deployed unit. Superior to most of its foreign counterparts thanks to its mechanically linked flaps that gave it better stability, its armament was made up of two MG-17 machine-guns and one 20mm gun firing through the propeller hub. These gave the Bf 109c fairly good ground strafing capacity. It is the perfect air interdiction or escort plane, its only flaw being its limited speed which requires good anticipation for interceptions.

Speed

630 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$25Armor
Aircraft

Resistance: 400

Small cal.
Machine-guns

1

75

75

31

0 m

ME262



The first jet-powered fighter of WW2, the Me 262 "Schwalbe" ("Swallow") was also a damn good plane. Faster than anything else flying at the time, sturdy and well armed with quad 30mm guns powerful enough to down any plane or non-armored ground target in a single run, it was nothing less than the king of the sky. The Me 262 also boasts high speeds that allow it to quickly run away if it comes up against overwhelming numbers of enemy fighters or too many anti-aircraft units.

Speed

810 km/h

Requires

Warmode:
1945+Factory:
AirfieldUpgrade of:
ME109Price:
\$30

Armor

Aircraft

Resistance: 400

Small cal.
Machine-guns

1

75

75

45

0 m

JU87



Many Luftwaffe planes were the stuff of legends, as is the case for the infamous Junker 87A "Stuka" (a contraction of "SturzKampfflugzeug"). This dive-bomber with a spatted undercarriage specialized in the destruction of ground targets. Despite being quite slow and unable to protect itself from enemy fighters, its 250 kg. heavy bomb, teamed with two lighter 50 kg. bombs, could blow enemy light or medium tanks to pieces. The "StukaGeschwadern" (dive-bomber squadrons) are the angels of death for enemy tanks.

Speed

450 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$20

Armor

Aircraft

Resistance: 400

Heavy dive bomb
Diving bomb

3

1050

175

88

70

42

28

0 m

Light dive bomb
Diving bomb

1

45

45

113

9

5

2

1

0

0 m

Very light cal.
AA gun

1

20

400 m

HE111



The Luftwaffe command never considered strategic bombers to be a major priority. In spite of that the He 111 was not a bad plane, though its limited bomb load prevented it from causing substantial damage to enemy structures unless it was striking as part of a multi-plane formation. Unfortunately, even in larger numbers its barely average speed gives enemy air defense ample time to down it before it reaches its target, and in view of its production price any loss is painful to bear.

Speed

450 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:

None

Price:

\$25



Armor

Aircraft

Resistance: 400



Light bomb
Carpet bombing



179

179

446

36

18

9

4

2

0 m

Small cal.
MG turrets



8

400 m

AR234 BLITZ



One of the Third Reich's secret weapons, the Ar 234 "Blitz" ("Lightning") certainly deserved its nickname. The first jet-powered light bomber, its speed was such that neither enemy air defense nor fighters had time to get it in sight before it was gone. With a light bomb load, it was perfect for fast strikes on concentrated multiple targets, even in areas well defended by anti-aircraft guns. As it carries a light load, the "Blitz" can perform up to two bombing runs where others can only perform one.

Speed

810 km/h

Requires

Warmode:

1945+

Factory:

Airfield

Upgrade of:

HE111

Price:

\$50



Armor

Aircraft

Resistance: 400



Medium bomb
Carpet bombing



316

316

789

63

32

16

8

3

0 m

Large cal.
MG turrets



12

400 m

PUMA



Near the end of the war, the Aufklärungs-Abteilung (recon battalion) asked for a vehicle that could survive clashes with allied armor; the SdKfz. 234 "Puma" was the response. Armed with an MG 42 and a 50mm gun, it could engage light or medium tanks without giving up recon capacity, speed or concealment -- as a deadly predator as its namesake! However, it should be kept in mind that despite surprisingly good armor for its size, the Puma is better used as a raider than as a battle tank.

Speed

39 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:
None

Price:

\$30



Armor

30mm

Resistance: 400

Medium cal.
AP shell

250

31

25

15

10

7

350 m

MG 42

Machine-gun



33

33

250 m

WIRBELWIND



Though death sometimes came from above, in the case of the Flakpanzer IV "Wirbelwind", an AA tank, it also came from below. Firing its quad 20mm guns, the Wirbelwind covered the horizon with deadly black Flak clouds. Moderately armored and quite fast, the Wirbelwind can drive alongside other tanks as a mobile air defense. Shielding friendly units against any air menace, the Wirbelwind can quickly clear the sky, then lower its guns to tear apart enemy infantry or light armored units.

Speed

31 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:
None

Price:

\$35



Armor

45mm

Resistance: 400

Light twin AA gun
AA gun

62

62

62

12

6

3

2

1

62 550 m

MG 34

Machine-gun



26

26

250 m

MORSER



The 210mm Mörser 16 was a heavy howitzer dating back to WW 1, with minor improvements that allowed it to be towed by truck. Perfect against fortifications, it was best used as fixed or siege artillery, providing fire support at very long range. Its high-angled 120 kg shells can easily blast any building or light troop concentrations, even if unidentified by recon. However, the "Mörser" is not very precise at long range and is handicapped in being extremely slow.

Speed

24 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$60

Armor

Infantry

Resistance: 400

Large cal.
HE shell

3

31

31

31

6

3

2

1

0

2.4 km

WURFRAHMEN



A combination of a SdKfz 251 halftrack and a Nebelwerfer gun, the Wurfrahmen 40 is a multiple rocket-launcher vehicle developed as a response to the Soviet Katyusha. Carrying six heavy rockets, it fires bombardments at a range equivalent to that of 75mm field guns. Lacking accuracy, it relies on its rockets' very high explosive capacities to saturate an area, creating panic on a large scale.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$40

Armor

Vehicle

Resistance: 400

Medium rocket
Rocket

3

60

60

60

12

6

3

2

1

1 km

MAUS



Bigger, heavier and more expensive, that could be the motto of the ironically named Pz. VIII "Maus" ("Mouse"). Weighing 188 tons and with the thickest armor of the war, the twin 125mm & 75mm guns in its turret could pierce any armor even at very, very long range. However, as slow as it was powerful, it is an easy target for fighter-bombers and any infantry that can get close enough. Without an escort against those dual threats, the Maus cannot last long in its "mobile bunker" role.

Speed

20 km/h

Requires

Warmode:
1945+

Factory:
Prototype Base

Upgrade of:
None

Price:
\$60

Armor

75mm

Resistance: 400



Giant cal. HE shell	 5	78	78	78	16	8	4	2	1	500 m
Adv.large cal. AP shell	 5		542		217	108	54	27	22	500 m
Adv.med.cal. AP shell	 3		338		56	28	23	14	9	450 m

United Kingdom

OUTPOST



Observation post granting long range of sight. Armed with a .30 cal. medium machine-gun.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$15



Armor

Building

Resistance: 250



Fixed .30 cal.
Fixed MG



29

29

300 m

ANTI-TANK POSITION



Position armed with a 57mm medium anti-tank gun.

Requires

Warmode:
1942+

Factory:
HQ

Upgrade of:
None

Price:
\$20



Armor

Building

Resistance: 750



Adv.med.cal.
AP shell



3

300

50

25

20

12

8

450 m

ARTILLERY SHELTER



Position armed with a 105mm medium range artillery battery.

Requires

Warmode:
1942+

Factory:
HQ

Upgrade of:
None

Price:
\$30



Armor
Building

Resistance: 750



Medium cal.
HE shell



2

17

17

17

3

2

1

0

0

1.2 km

REGULARS



The British Army, with centuries of combat experience all around the world, watch jealously over the Empire. The rank and file consisted of the highly professional "Tommies", who were handicapped by cheap and outdated armament often inherited from the previous World War (Bren, Sten, Lee-Enfield, etc.). Their normal anti-tank capacity is the PIAT rocket-launcher, best known for its many shortcomings.

Speed

24 km/h

Requires

Warmode:
1939+

Factory:
Barracks

Upgrade of:
None

Price:
\$5



Armor
Infantry

Resistance: 400



PIAT
PIAT



3

563

94

47

38

23

15

150 m

Light grenade
Grenades



2

17

17

17

3

2

1

0

0

70 m

Light weapons
Infantry weapon



2

20

20

150 m

GUARDS



The Guards were both the military and social elite of the British army. Equipped with the most modern (or at least, most recent) weapons and better paid than ordinary soldiers, Guards were keen to earn their privileged status in combat. Fielding much more firepower than their Regular Army counterparts, they could match any foreign heavy infantry by shock or fire. Unfortunately, also equipped with the PIAT rocket-launcher, their anti-tank capacity is no better than their Light brethren.

Speed

28 km/h

Requires

Warmode:
1942+Factory:
BarracksUpgrade of:
REGULARSPrice:
\$5Armor
Infantry

Resistance: 500

PIAT
PIAT

3

563

94

47

38

23

15

150 m

Heavy grenade
Grenades

3

33

33

33

7

3

2

1

0

70 m

Heavy weapons
Infantry weapon

4

80

80

150 m

VICKERS



The Vickers Mk VI support tank was the British infantryman's best friend in combat. With its twin 12.7 and 7.62mm machine-guns but lacking an anti-tank gun, it was still the best anti-infantry weapon of the British arsenal. While it is immediately deployable from the barracks for the cost of a single infantry platoon, its very light armor is a serious drawback. Nevertheless, the armor is enough to make the Mk VI invulnerable to enemy machine-gun and light artillery fire. On the front, that was still quite an advantage!

Speed

39 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$10Armor
15mm

Resistance: 400

.50 cal.
Machine-gun

2

25

25

250 m

.30 cal.
Machine-gun

1

21

21

250 m

BOFORS



The Swedish 40mm Bofors was a towed anti-aircraft gun widely used by all belligerents during this war. Despite a limited range, it had good firepower thanks to its 40mm explosive shells. It is best used in large numbers, spread around the area to be defended and concealed to avoid early detection. With an average price, the Bofors is restricted to the defense of static positions like base camps, logistic lines or artillery parks as it is too slow and lacks the armor necessary for front line duty.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$15Armor
Infantry

Resistance: 400

Medium AA gun
AA gun

2

23

23

23

5

2

1

1

0

23

550 m

HOWITZER 87MM



The 25 pdr. howitzer, roughly equivalent to a 105mm gun in other armies, was the standard for British field artillery prior to the war. Blessed with a high rate of fire for its caliber and using explosive shells, it had only an average range. The 25 pdr. is capable of hitting unidentified targets by firing at high angle over intervening obstacles. Effective against structures, concentrations of light troops and enemy artillery, the fact that it is towed by truck makes it slow and requires a defensive deployment at a safe distance from the enemy.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$25Armor
Infantry

Resistance: 400

Medium cal.
HE shell

2

17

17

17

3

2

1

0

0

1.2 km

SEXTON



The Sexton, a Canadian variant of the M7 Priest, fielded a British 25 pdr. gun instead of the usual US 105mm howitzer. Widely used among the Commonwealth troops, it kept most of the Priest's characteristics in terms of good rates of fire and mobility, light armor and efficiency against structures and light troops. It can hit unidentified targets, even over obstacles. In any event the Sexton should avoid armored targets, as its 25 pdr. explosive shell is almost useless against them.

Speed

26 km/h

Requires

Warmode:
1942+

Factory:
Artillery & Anti-air
Base

Upgrade of:
None

Price:
\$30



Armor

15mm

Resistance: 400



Medium cal.
HE shell



17

17

17

3

2

1

0

0

1.2 km

HOWITZER 140MM



The 5.5 inch field gun, equivalent to foreign 140mm guns, was introduced in 1939 to the British army's arsenal. Relatively modern, its capacities were roughly equivalent to that of a 155mm gun. Despite a decreased rate of fire compared to the 25 pdr. gun, it has greater range and fires shells that were more effective against buildings and light troops. It too can fire over obstacles to hit unidentified targets. Heavy and cumbersome, it is towed and therefore will be slow to deploy.

Speed

24 km/h

Requires

Warmode:
1942+

Factory:
Artillery & Anti-air
Base

Upgrade of:
HOWITZER 87MM

Price:
\$40



Armor

Infantry

Resistance: 400



Medium cal.
HE shell



23

23

23

5

2

1

1

0

1.6 km

AC MK1



To make up for the embarrassing lack of reconnaissance groups in the British army, the Daimler Mk. 1 armored car was introduced to its armored divisions. Its high price and very slow deployment rate were compensated by a fairly good mobility, an effective 2 pdr. (40mm) anti-tank gun, a Besa machine-gun and the same armor as the best light tanks of the time. Autonomous, the Daimler can be used for deep reconnaissance missions or as a counter-reconnaissance unit and raider on enemy supply lines.

Speed

31 km/h

Requires

Warmode:

1939+

Factory:

Armor Base

Upgrade of:

None

Price:

\$30



Armor

15mm

Resistance: 400

Small cal.
AP shell

75

15

9

6

4

3

250 m

.30 cal.
Machine-gun

21

21

250 m

COVENTRY MK2



An advanced version of the Daimler that it was intended to replace in the British army, the Coventry Mk. 2 boasted much improved armor (roughly equivalent to an early medium tank) but also better mobility than its predecessor. Armed with a 75mm gun, this armored car can easily conceal itself and ambush medium (and even some heavy) tanks or observe enemy units. These advantages help to compensate for its high development and production costs.

Speed

36 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

AC MK1

Price:

\$30



Armor

30mm

Resistance: 400

Medium cal.
AP shell

200

25

20

12

8

5

300 m

.30 cal.
Machine-gun

21

21

250 m

CRUISER A13



At a moderate cost, the medium tank Cruiser Mk. I was the first British tank to be truly effective on the battlefield. Built with a Christie suspension, a 12-cylinder engine and light armor (making it very light-weighted), it was a fast and maneuverable tank. In addition to its small size it had a relatively effective 2 pdr. (40mm) main gun. Of course, this kind of mobility has its drawbacks: the Cruiser is very vulnerable to enemy anti-tank weapons.

Speed

43 km/h

Requires

Warmode:

1939+

Factory:

Armor Base

Upgrade of:

None

Price:

\$20



Armor

15mm

Resistance: 400

Small cal.
HE shell

30

30

30

6

3

2

1

0

250 m

Small cal.
AP shell

100

20

12

8

5

4

250 m

.30 cal.
Machine-gun

21

21

250 m

CROMWELL A27



The Cromwell A27 tank was the Cruiser's successor and the first British tank with decent armor. Fortunately, its improved armor did not affect the Cruiser series' excellent mobility. Its main armament, the QF-75 75mm gun, though not a technological leap forward was still far better than the outdated 2 pdr. The Cromwell combines the frontline effectiveness of a medium tank (when deployed in numbers) with the ability to strike quickly at enemy flanks, looking for weak spots in a defense.

Speed

43 km/h

Requires

Warmode:

1942+

Factory:

Armor Base

Upgrade of:

CRUISER A13

Price:

\$25



Armor

45mm

Resistance: 400

Medium cal.
HE shell

33

33

33

7

3

2

1

0

300 m

Medium cal.
AP shell

200

25

20

12

8

5

300 m

.30 cal.
Machine-gun

21

21

250 m

MATILDA



The Matilda Mk. II, dubbed "Queen of the Desert" for obscure reasons, was an armored monster that, like the B1 bis, was long considered to be impenetrable. But that robust armor came at the price of very slow movement. As for its armament, its 2 pdr. (40mm) anti-tank gun was soon outdated and unworthy of such a sturdy chassis. Quite cheap and readily available from the outbreak of the war, the Matilda is a perfect first-line shield for more fragile but better armed units.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$25

Armor

60mm

Resistance: 400

Small cal.
HE shell

30

30

30

6

3

2

1

0

250 m

Small cal.
AP shell

100

20

12

8

5

4

250 m

.30 cal.
Machine-gun

21

21

250 m

AT 2 PDR



The 2 pounder (40mm) British AT gun was an expensive and effective gun, equipping most of His Majesty's first generation of tanks. A 360° gun carriage, impressive caliber and high velocity AP shells allowed the 2 pdr. precise and powerful shots. In spite of its high profile it can be concealed easily, giving its two-man crew the opportunity to set up ambushes. It is a dangerous foe to both light and medium vehicles that inadvertently cross its path.

Speed

24 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$10Armor
Infantry

Resistance: 400

Adv.med.cal.
AP shell

300

50

25

20

12

8

450 m

AT 17 PDR



The 17 pounder (76mm) British AT gun was the perfect successor of the 2 pdr.: very powerful, easy to conceal and with a very good range of fire. It can pierce the heaviest armor, and though useful its high production cost limits its production. The gun can therefore only be deployed at key locations, and requires infantry for protection and reconnaissance to make the most of its capabilities.

Speed

24 km/h

Requires

Warmode:
1945+Factory:
Anti-tank BaseUpgrade of:
AT 2 PDRPrice:
\$15

Armor

Infantry

Resistance: 400

Large cal.
AP shell

400

100

50

25

20

12

500 m

ARCHER



The Archer tank destroyer was developed to give the formidable but cumbersome 17 pdr. anti-tank gun some mobility. Installed on the chassis of the outdated Valentine tank it proved to be a very effective tank destroyer--deadly against any medium tank crossing its path while still enjoying average mobility. With a recon unit at its side to designate targets, the Archer can use its gun at maximum range.

Speed

32 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$10

Armor

30mm

Resistance: 400

Adv.med.cal.
AP shell

300

50

25

20

12

8

400 m

FIREFLY



Lavishly distributed among Commonwealth troops through the lend-lease program, the US M4 "Sherman" tank lacked the punch to engage heavy or advanced medium tanks. To solve that problem, the British replaced its 75mm with their much more powerful 17 pdr. By doing so they created an excellent tank destroyer, renamed "Firefly". With longer range and the power to pierce heavy tanks' armor, the Firefly retains most of the Sherman's characteristics in terms of armor, speed and ease of production.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Anti-tank BaseUpgrade of:
ARCHERPrice:
\$25

Armor

45mm

Resistance: 400

Large cal.
AP shell

483

121

60

30

24

15

500 m

ANSON



Although very slow the Anson was a good recon plane. It was a costly conversion from a civilian plane, as it ended up equipped with two 7.7mm machine-guns on the rear that gave it just enough firepower to make it an unpleasant target for a hostile fighter. As for its five-man crew, they could spot and identify enemy ground units, even when they were concealed in rough terrain. Like other airborne recon of the time, however, it lacks the capabilities to help it distinguish between decoys and real units.

Speed

360 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$25

Armor

Aircraft

Resistance: 400

Large cal.
MG turrets

12

400 m

PARATROOPERS



British paratroopers had their origins in no less than the SAS commandos, who trained the first Parachute Regiment at the outbreak of the war. Trained for fast strikes, commando-style operations and able to make good use of poor armament, they were among the most dangerous opponents in close combat. Like most of their foreign counterparts their main weakness is their poor anti-tank capacity, as they are equipped with the mediocre PIAT rocket-launcher.

Speed

24 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:

None

Price:

\$15



Armor

Infantry

Resistance: 400



PIAT

PIAT



3

563

94

47

38

23

15

150 m

Heavy grenade

Grenades



3

33

33

33

7

3

2

1

0

70 m

Heavy weapons

Infantry weapon



4

80

80

150 m

SPITFIRE



The Supermarine "Spitfire" was arguably among the best fighters of WW2. It was highly maneuverable, very fast, and carried two 20mm guns and four 7.7mm machine-guns--an unusually heavy armament for a fighter. With unmatched firepower, few opposing fighters can hope to beat it in a duel. However this wonder has its price, a high one, and it took a long time for it to be fielded in sufficient numbers to provide complete air superiority. As for ground strafing, the Spitfire is only effective against light troops.

Speed

720 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:

None

Price:

\$20



Armor

Aircraft

Resistance: 400



Small cal.

Machine-guns



1

75

75

41

0 m

HURRICANE



The first and primary RAF fighter before the Spitfire's introduction, the Hurricane Mk. 2 was rapidly converted into a light fighter-bomber. Its single 500 kg. bomb, very effective against tanks, and two 20mm Hispano guns made it a good, reliable and cheap fighter-bomber that could hold its own against enemy fighters. Although a bit slow the Hurricane has very good stability, which allows it to hit with deadly accuracy and destroy most light or medium tanks in a single run.

Speed

540 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$25Armor
Aircraft

Resistance: 400

Med dive bomb
Diving bomb

3

660

110

55

44

26

18

0 m

Med HE bomb
HE bomb

1

30

30

75

6

3

2

1

0

0 m

Medium cal.
Machine-guns

2

105

105

27

0 m

TYPHOON



Intended to replace the Hurricane in its fighter-bomber role, the Typhoon is faster and better armed but more expensive. As a compensation, its eight 127mm rockets, both armor piercing and explosive, can pierce any tank's armor on the first run, giving its target no chance to escape. The four 20mm guns mounted on its wings provide the Typhoon with a high survival rate in air combat as well. It could be said that crossing the Typhoon's path, either on the ground or in the air, is always a painful experience.

Speed

630 km/h

Requires

Warmode:
1945+Factory:
AirfieldUpgrade of:
HURRICANEPrice:
\$40Armor
Aircraft

Resistance: 400

Large cal.
Machine-guns

3

150

150

31

0 m

Heavy rockets
Rockets

4

40

1440

100

358

179

90

71

42

0 m

WELLINGTON



The Wellington was a twin-engined medium bomber whose development dated back to the 1930's. Carrying a 2 t. bomb load in its hold and capable of fairly good bombing precision, it could raze any industrial building in a single run. The Wellington is a reliable plane, rapid and cheap to mass-produce, although quite slow. Its very limited number of machine-guns and lack of defense is a major handicap, requiring that it be escorted at all times.

Speed

450 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$30

Armor

Aircraft

Resistance: 400



Medium bomb Carpet bombing



316

316

789

63

32

16

8

3

0 m

Medium cal. MG turrets



16

400 m

LANCASTER



The Lancaster was a four-engined strategic bomber, carrying some 8 t. of bombs in its hold and able to obliterate any entrenched structure or industrial building in a single run. Although less well defended than the legendary "Flying Fortress", the Lancaster nonetheless bore eight 7,7mm machine-guns, making it difficult to intercept for enemy fighters. Thanks to its four Merlin engines the Lancaster is actually 20% faster than the lighter Wellington, but also more expensive.

Speed

540 km/h

Requires

Warmode:
1942+Factory:
AirfieldUpgrade of:
WELLINGTONPrice:
\$30

Armor

Aircraft

Resistance: 400



Heavy bomb Carpet bombing



417

417

1042

83

42

21

10

4

0 m

Large cal. MG turrets



24

400 m

SKINK



Lent at a high price by the Canadian forces, the AA tank "Skink" was a deadly enemy for any plane flying over the battlefield. Using its quad Polsten 20mm guns, each firing explosive shells at a tremendous rate, it could cover the sky with deadly black clouds. With the armor of a Sherman and quite fast, it can drive alongside other tanks as a mobile air defense or use its guns to tear apart enemy infantry and light armored units.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$45

Armor

45mm

Resistance: 400

Light twin AA gun
AA gun

5

62

62

62

12

6

3

2

1

62

550 m

AVRE



The AVRE (Armoured Vehicle Royal Engineers) version of the A22 Churchill was a tank specializing in the quick destruction at short range of enemy fortifications or buildings. Armed with a 290mm mortar dubbed "Petard," it fired 18kg high explosive shells on the enemy. As it has to close in on its target the AVRE is heavily armored, like the A22 from which it originated. Both are, however, quite slow; the main problem will be in getting it into firing range before it is itself destroyed.

Speed

24 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$40

Armor

75mm

Resistance: 400

Hvy Assault Gun
Assault gun

2

43

43

43

9

4

2

1

0

700 m

.30 cal.
Machine-gun

1

21

21

250 m

CHURCHILL



The A22 Churchill heavy tank was produced just prior to the end of the war to replace the badly outdated Matilda. Well known for its almost unpierceable armor, the Churchill only carried an average 75mm gun which was rather light to engage its opposite numbers. As a result, it is best used as support for more powerful units or for the infantry. Its sturdiness permits the Churchill to take many hits before being damaged, which allows more fragile units to take cover or hold out until support comes to their rescue.

Speed

24 km/h

Requires

Warmode:
1945+

Factory:
Prototype Base

Upgrade of:
None

Price:
\$40

Armor

75mm

Resistance: 400



Large cal. HE shell	 3	35	35	35	7	4	2	1	0	400 m
Adv.med.cal. AP shell	 3		300		50	25	20	12	8	400 m
.30 cal. Machine-gun	 1	21	21							250 m

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90

France

FORTIFIED POSITION



Position armed with a 47mm anti-tank gun and a Bofors anti-aircraft gun.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$20



Armor
Building

Resistance: 750



Large cal.
AP shell



400

100

50

25

20

12

500 m

Medium AA gun
AA gun



23

23

23

5

2

1

1

0

23 550 m

MAGINOT BUNKER



Position armed with two 47mm anti-tank guns and a flamethrower.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$40



Armor
Building

Resistance: 2000



Flamethrower
Flamethrower



300

300

300

60

30

15

8

3

300 m

Large cal.
AP shell



400

100

50

25

20

12

500 m

Large cal.
AP shell



400

100

50

25

20

12

500 m

F.F.L.



Trained in the United Kingdom and North Africa from volunteers of various origins and former soldiers who refused to surrender in 1940, the Free French were equipped with light, heterogeneous and often worn out weapons (Lebel, Berthier, FM 24/29, etc.). Nonetheless, devoted to the Free French cause they were able to match most foreign light infantry, both in terms of firepower and in close combat. On the other hand, their lack of modern armament gives them poor anti-tank capacity.

Speed

24 km/h

Requires

Warmode:

1939+

Factory:

Barracks

Upgrade of:
None

Price:

\$5



Armor

Infantry

Resistance: 400



Bazooka

Bazooka



3

750

125

63

50

30

20

150 m

Light grenade

Grenades



2

17

17

17

3

2

1

0

0

70 m

Light weapons

Infantry weapon



2

20

20

150 m

LEGIONNAIRES



The Foreign Legion is the most mercilessly trained infantry in the world. Engaged in wars or colonial rebellions around the French Empire since its creation, the Legionnaires' experience in warfare is unequalled and their esprit de corps unbreakable. Heavily armed and specialists in close combat, they are also deadly to any tanks foolish enough to get close to them ...

Speed

28 km/h

Requires

Warmode:

1939+

Factory:

Barracks

Upgrade of:
None

Price:

\$10



Armor

Infantry

Resistance: 500



Hvy Bazooka

Bazooka



4

2000

500

250

125

100

60

150 m

Heavy grenade

Grenades



3

33

33

33

7

3

2

1

0

70 m

Elite weapons

Infantry weapon



5

100

100

150 m

H39



The Hotchkiss Mk 1939 light infantry tank was the French infantryman's guardian angel. With its 37mm light anti-tank gun, fairly good armor for its size, a Reibel light machine-gun and a good load of high-explosive shells, this multi-purpose tank could repel enemy armor as well as their accompanying infantry. Alas, an outmoded suspension prevents it from maneuvering well enough to effectively harry the enemy.

Speed

22 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$15

2	Armor 30mm Resistance: 400										
Small cal. HE shell	1	30	30	30	6	3	2	1	0		250 m
Small cal. AP shell	1		100		20	12	8	5	4		250 m
.30 cal. Machine-gun	1	21	21								250 m

CAMEL



From 1935 onward, the French general staff had considered the close air defense of its troops as a secondary problem. Consequently, the towed 25mm CA Mk. 1938 light AA gun was the only one of its kind in service in the French army at the outbreak of the war. Of limited range and with poor firepower, it must be deployed in concealment and in great numbers around the area to be defended if it hopes to provide a useful air defense.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$10

	Armor Infantry Resistance: 400										
Light AA gun AA gun	2	18	18	18	4	2	1	0	0	18	550 m

CANON 75MM



The 75mm model 1897 gun, a grizzled veteran of the Great War, was still in use by many French units at the outbreak of the next one. Although outdated it gained new renown during the 1940's, though often through the sacrifice of its skilled crews. With a good rate of fire and a medium range, it can lob shells over obstacles to hit unidentified enemy targets. Practical against structures, large concentrations of light troops and enemy artillery, it is almost useless against armored units. This 75mm has to be towed, which makes it slow and necessitates that it be set up at safe distance from the enemy.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$10

Armor

Infantry

Resistance: 400

Small cal.
HE shell

1

14

14

14

3

1

1

0

0

800 m

CANON GPF 155MM



The 155mm GPF (Grande Puissance Fillieux) gun was another relic from the Great War. Very slow and hampered by a poor rate of fire, it nevertheless enjoys a long range and fires powerful explosive shells capable of blasting enemy structures or concentrations of light troops.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$50

Armor

Infantry

Resistance: 400

Medium cal.
HE shell

2

23

23

23

5

2

1

1

0

1.6 km

PANHARD



To make up for the painful lack of recon groups in the French army, the AMD-178 Panhard armored car was introduced to the armored divisions. Its high price and slow deployment rate were compensated by a fairly good mobility, an effective 25mm anti-tank gun, a Reibel machine-gun and the same armor as early light tanks. Autonomous, the Panhard can be used for deep reconnaissance missions or to the contrary as counter-recon unit, and even as a raider on enemy supply lines.

Speed

31 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$20

Armor

15mm

Resistance: 400

Small cal.
AP shell

75

15

9

6

4

3

250 m

.30 cal.
Machine-gun

21

21

250 m

S35



The French "cavalry tank" Somua 1935 was an exceptional vehicle; arguably the best medium tank at the outbreak of the war. Quite fast and agile, well protected and armed with the same reliable 47mm SA34 as its big brother the B1 bis, the Somua comes as a bad surprise for all those who thought that French armor was heavy, slow and impossible to maneuver. Its reasonable price and bolted steel production make it easy to produce and deploy.

Speed

28 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$20

Armor

45mm

Resistance: 400

Medium cal.
HE shell

33

33

33

7

3

2

1

0

300 m

Medium cal.
AP shell

200

25

20

12

8

5

300 m

.30 cal.
Machine-gun

21

21

250 m

SAU 40



Based on the Somua tank's chassis, the Sau 40 was a dual-purpose vehicle--both an assault gun and a main battle tank. Armed with a medium-ranged 75mm gun in its hull, it could blast field defenses or enemy infantry concentrations with HE shells like any assault gun. In addition, its modern 47mm gun in the turret allowed it to keep at bay any early war armor. With better armor and a larger engine, it was both sturdier and faster than the original Somua.

Speed

28 km/h

Requires

Warmode:
1942+Factory:
Armor BaseUpgrade of:
S35Price:
\$25

Armor

45mm

Resistance: 400

Assault Gun
Assault gun

1

58

58

58

12

6

3

1

1

650 m

Medium cal.
AP shell

2

250

31

25

15

10

7

350 m

B1 BIS



The heavy tank B1 bis was a huge monster whose armor was long considered to be impenetrable. However, that incredible resistance came with an equally impressive lack of speed. Despite this flaw, once engaged with the enemy its armament worked wonders as it was equipped with a 47mm anti-tank gun in its turret, a short-barreled 75mm gun with explosive shells in its hull, and machine-guns. The B1 bis can not merely engage any early war tank and easily wipe out waves of infantry, but also close on enemy fortifications to pulverize them or act as a 'shield' for accompanying units.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$20

Armor

60mm

Resistance: 400

Medium cal.
HE shell

2

67

67

67

13

7

3

2

1

300 m

Medium cal.
AP shell

2

200

25

20

12

8

5

300 m

.30 cal.
Machine-gun

1

21

21

250 m

ARL 44



A heavy tank prototype (probably inspired by the Tiger) secretly designed during the German occupation to rearm the French army at the Liberation, the ARL 44 was not produced until after the war as the French production facilities lay in ruins. Armed with a modern 90mm main gun and HEAT shells it can engage any enemy tank, even the heaviest ones. Also equipped with machine-guns and HE shells, it can wipe out waves of infantry. In spite of its heavy armor, the ARL 44's powerful engine gives it an average mobility.

Speed

27 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

B1 BIS

Price:

\$45



Armor

60mm

Resistance: 400

Huge cal.
HE shell

4

40

40

40

8

4

2

1

0

500 m

Large cal.
AP shell

4

480

120

60

30

24

14

500 m

.30 cal.
Machine-gun

1

21

21

250 m

AT 25MM



At first sight, the towed 25mm AT gun seemed to be too small to pierce more than a tin-can. However, its armor-piercing shell's very high velocity combined with a modern gunsight allowed precise and powerful shots. The gun's small size makes it easy to conceal, giving its two-man crew the opportunity to lay ambushes on unsuspecting enemy tanks. Any vehicle, light or medium, foolish enough to get into its short range of fire might well find itself full of holes.

Speed

24 km/h

Requires

Warmode:

1942+

Factory:

Anti-tank Base

Upgrade of:

None

Price:

\$5



Armor

Infantry

Resistance: 400

Medium cal.
AP shell

2

250

31

25

15

10

7

400 m

AT 47MM



The semi-auto 47mm 1937 gun was, at the beginning of the war, among the very best AT guns. Powerful, easy to conceal on rough terrain and with a good range of fire, it was able to engage any light or medium tank and even be a danger to the early heavy tanks that often underestimated it. However, its high production cost prevented mass deployment of the gun, and restricted it to protecting critical routes and crossroads. When possible, infantry should be kept nearby to protect it.

Speed

24 km/h

Requires

War mode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$10Armor
Infantry

Resistance: 400

Large cal.
AP shell

400

100

50

25

20

12

500 m

LAFFLY W15



The Laffly was a vehicle scraped together during the emergency of France's 1940 rout, and was only produced in small numbers. A 47mm anti-tank gun was set on an artillery truck bed to create the Laffly W15 TCC tank destroyer which, despite its chaotic conception, proved extremely effective. Fast, easily re-deployable and armed with small but modern guns, it can punch through most early war medium tanks. Used as a very mobile AT gun, the Laffly can be a surprising thorn in the enemy's side.

Speed

32 km/h

Requires

War mode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$10Armor
Vehicle

Resistance: 400

Large cal.
AP shell

400

100

50

25

20

12

500 m

LORRAINE



The Lorraine 37L tank destroyer, like the Laffly, was built in haste during France's collapse. A heavier version of the Laffly, it was based on an artillery tractor chassis and armed with a later, more effective version of the 47mm anti-tank gun. With more firepower and range than its predecessor but with the same speed and cross-country mobility, the Lorraine can engage advanced medium tanks and even early heavy ones.

Speed

31 km/h

Requires

Warmode:
1945+

Factory:
Anti-tank Base

Upgrade of:
LAFFLY W15

Price:
\$25



Armor

30mm

Resistance: 400



Large cal.
AP shell



483

121

60

30

24

15

500 m

POTEZ



The reconnaissance version of the famed Potez bomber, the Independent Observation Group's 63.11 was a fast and reliable plane for identifying enemy units even when concealed. Unfortunately, the technology of the era was unable to help the observers distinguish between decoy and real units. The Potez 63.11 is also quite expensive to produce, and its sole rear machine-gun means that it cannot stay very long in a hostile sky without close support.

Speed

360 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$25



Armor

Aircraft

Resistance: 400



Large cal.
MG turrets



3

12

400 m

CHASSEURS-PARAS



Trained by SAS instructors, the French paratroopers perpetuated the spirit of the commandos. Equipped with light automatic weapons (MAS 36, MAS 38, FM 24/29), they could swiftly wipe out an enemy in close combat and were specialized in covert operations. Lacking the firepower of their foreign counterparts, the "Chasseurs-Parachutistes" were nevertheless a perfect choice to lay ambushes or seize facilities behind enemy lines.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$10Armor
Infantry

Resistance: 400

Bazooka
Bazooka

3

750

125

63

50

30

20

150 m

Heavy grenade
Grenades

3

33

33

7

3

2

1

0

70 m

Med. weapons
Infantry weapon

3

40

40

150 m

MS406



The first modern fighter introduced in the French Air Force, the MS 406 was also the first mass-produced plane of the French aeronautical industry. Although fairly maneuverable and armed with a 20mm main gun firing through the propeller hub, its lack of speed (400 km/h), a pair of weak 7.5mm light machine-guns, and a partially wooden frame made the MS 406 vulnerable. Overall an average plane that is more comfortable strafing ground targets than fighting duels, it should fly in pairs to have a hope against enemy fighters.

Speed

540 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$20Armor
Aircraft

Resistance: 400

Small cal.
Machine-guns

1

75

75

27

0 m

D520



In response to the French Air Force's call for a fast fighter able to match their opponents' speed, the D520 was developed. A sturdy design with good maneuverability and powered by a 935 horse-power engine, it retained the MS 406 armament and added two additional 7,5mm light machine-guns. As a result, its firepower is a great improvement on its predecessor.

Speed

630 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
MS406Price:
\$20

Armor

Aircraft

Resistance: 400

Small cal.
Machine-guns

1

75

75

31

0 m

GUPPY



Developed in response to the French Army's requests for a ground support plane, the Guppy 693 was an effective fighter-bomber though slow and expensive to produce. Its accurate, shallow diving attacks and 50 kg. bomb make it dangerous to most light and medium tanks. Unfortunately its light bomb load keeps it from being truly efficient against entrenched units, structures, or the most important enemy buildings.

Speed

540 km/h

Requires

Warmode:
1942+Factory:
AirfieldUpgrade of:
NonePrice:
\$20

Armor

Aircraft

Resistance: 400

Med dive bomb
Diving bomb

3

660

110

55

44

26

18

0 m

Heavy HE bomb
HE bomb

2

40

40

100

8

4

2

1

0

0 m

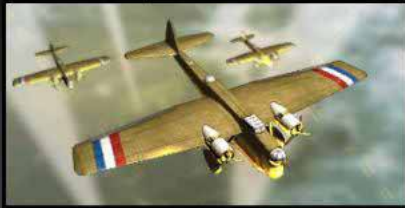
Very light cal.
AA gun

1

24

400 m

AMIOT



The French army had always relied on tanks rather than planes to pound enemy objectives. The Amiot 143 bomber is the sad consequence of this doctrine; outdated from 1939, it carried only a light bomb load and was very slow. Correspondingly vulnerable to enemy AA fire, it must be sent in numbers against a target to ensure that some will get through to the final objective. The Amiot has similar problems with enemy fighters; with only three Mac 1934 7,5mm machine-guns, the Amiot is unable to defend itself and requires a fighter escort.

Speed

360 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:

None

Price:

\$20



Armor

Aircraft

Resistance: 400



Light bomb
Carpet bombing



179

179

446

36

18

9

4

2

0 m

Medium cal.
MG turrets



20

400 m

EBR



The French prototype of an eight-wheeled armored car, Panhard's Engin Blindé de Reconnaissance ("Armored Recon Vehicle") was more than greatly inspired by the Puma's design. Improvements were made in certain areas: better armor, the same modern 75mm gun as an advanced medium tank, better mobility, and a cross-country ability to blend into rough terrain and hide from prying eyes. Last but not least its crews, highly trained in intelligence gathering, are the eyes of the French army.

Speed

39 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$25



Armor

45mm

Resistance: 400



Adv.med.cal.
AP shell



300

50

25

20

12

8

400 m

.30 cal.
Machine-gun



21

21

250 m

ARL 40



A French assault gun prototype, production of the ARL 40 started just prior to the German invasion. Though they were excellent artillery units only a few were built before the surrender; too few to have an impact on the outcome of the war. Armed with a modern 75mm howitzer, it can be used either as an assault gun or in a field artillery role. Built on the B1 bis chassis, the ARL 40 has both the advantages and flaws of the former; it is bulky and extremely robust, but also very slow.

Speed

28 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$25



Armor

60mm

Resistance: 400

Hvy Assault Gun
Assault gun

43

43

43

9

4

2

1

0

700 m

FCM F1



A super-heavy tank designed in 1940 to attack and destroy heavy fortifications like the Siegfried line, the FCM F1 was the biggest armored vehicle ever designed by the French army. Its main turret held a high-velocity 90mm gun which could smash any enemy armor at long range, while its secondary 40mm anti-aircraft gun allowed decent AA self-defense capacity. Though very resistant it is also very slow; despite a powerful engine it can't go any faster than a B1 bis.

Speed

24 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$55



Armor

75mm

Resistance: 400

Giant cal.
HE shell

40

40

40

8

4

2

1

0

500 m

Adv.large cal.
AP shell

500

200

100

50

25

20

500 m

Medium AA gun
AA gun

23

23

23

5

2

1

1

0

23

550 m

Italy

90mm ANTI-TANK POSITION



Position armed with a 90mm dual purpose (AA and AT) heavy gun.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$40



Armor

Building

Resistance: 750



Heavy AA gun
AA gun



3

25 600 m

Large cal.
AP shell



4

400

100

50

25

20

12

600 m

SAHARIANA



Sahariana units were small bands of reconnaissance soldiers. Very lightly armed (Beretta M1935, Carcano), they were outclassed in terms of firepower by any other infantry unit. As they were only equipped with a few defensive grenades, their anti-tank capacity was poor. However their mission is not to engage the enemy: they are trained in intelligence gathering and specialize in reconnaissance. In that role they may replace an Autoblinda at low cost.

Speed

24 km/h

Requires

Warmode:
1939+

Factory:
Barracks

Upgrade of:
None

Price:
\$10



Armor

Infantry

Resistance: 300



Satchel charge
Satchel charge



3

563

94

47

38

23

15

150 m

Defense grenade
Grenades



1

8

8

8

2

1

0

0

0

70 m

Handguns
Handguns



1

7

7

150 m

BERSAGLIERI



Bersaglieri were the traditional light troops of the Italian army. Originally trained as mountain troops, they were lightly armed (Caracano, MAB 38, etc.) but made the best of it thanks to hard training and a tradition of excellence. They are fierce hand-to-hand fighters, though they must fight enemy armor with mere hand grenades.

Speed

24 km/h

Requires

Warmode:

1939+

Factory:

Barracks

Upgrade of:

None

Price:

\$5



Armor

Infantry

Resistance: 400

Satchel charge
Satchel charge

563

94

47

38

23

15

150 m

Heavy grenade
Grenades

33

33

33

7

3

2

1

0

70 m

Med. weapons
Infantry weapon

40

40

150 m

GRANATIERI



Grenadiers were professional soldiers. Equipped with automatic weapons (MAB 38, Breda mod. 37, etc.) and knowing how to use them, they focused heavy firepower on their enemy. Armed with deadly German Panzerfausten they are able to engage almost any kind of tank, especially when firing from ambush.

Speed

28 km/h

Requires

Warmode:

1942+

Factory:

Barracks

Upgrade of:

BERSAGLIERI

Price:

\$5



Armor

Infantry

Resistance: 500

Panzerfaust
Panzerfaust

750

125

63

50

30

20

150 m

Heavy grenade
Grenades

33

33

33

7

3

2

1

0

70 m

Heavy weapons
Infantry weapon

80

80

150 m

CARRO VELOCE



The L3/35 Carro Veloce ("fast tank") was probably one of the fastest tanks ever built; unfortunately, it was also one of the most fragile. Dubbed "tankette" more often than "tank" by its crews for its almost nonexistent armor, the L3/35's main quality, in addition to its high speed, was its two 8mm machine-guns that could devastate infantry platoons in mere seconds. Cheap and plentiful, it is best used to support infantry.

Speed

48 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$10Armor
Vehicle

Resistance: 400

MG 42
Machine-gun

33

33

250 m

MG 42
Machine-gun

33

33

250 m

CARRO M11



Though classified as a medium tank by the Italian army, the M11/39 was actually an ultra-light tank. It had minimal armor and a feeble 37mm gun that was mounted case-mate style, rendering it vulnerable on its flanks. Fortunately the two 8mm machine-guns in the turret gave the M11/39 a role as an anti-infantry weapon. Deploying these in great numbers as infantry support to hit fast and run faster is the best way to achieve victory over technologically superior opponents.

Speed

36 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$10Armor
15mm

Resistance: 400

Small cal.
HE shell

30

30

30

6

3

2

1

0

250 m

.30 cal.
Machine-gun

21

21

250 m

Small cal.
AP shell

53

11

6

4

3

2

250 m

BREDA 20MM



The Italian Army would rather place its air defense in the hands of its fighters than in ground AA guns (or "cannone contraaero"). Despite this doctrine, the Regio Esercito had ordered the 20mm Breda L35 gun to protect important areas. Towed, with limited range, it must be used in great numbers, if possible spread around the defended area and/or concealed in woods to avoid early detection. It is best used to combine a well positioned AA gun with fighters to set up an effective air defense screen.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$15

Armor

Infantry

Resistance: 400

Light AA gun
AA gun

18

18

18

4

2

1

0

0

18

550 m

CANNONE 75MM



The 75/27 model 06 gun, a 75mm field gun, was a relic from World War I that still equipped many Italian units in 1940. Although outdated, it had some success in the 1940 invasion of France thanks to its good rate of fire and medium range. Its ability to hit unidentified targets on the far side of obstacles make it useful against structures, concentrations of light troops and enemy artillery. It is quite slow to maneuver as it is towed behind a truck, and must be set up at a safe distance from the enemy.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$15

Armor

Infantry

Resistance: 400

Small cal.
HE shell

14

14

14

3

1

1

0

0

800 m

OBICE 210MM



The Italian 210mm heavy howitzer specialized in the destruction of enemy heavy fortifications or urban areas. It was a very heavy weapon, best used from a fixed position as siege artillery that provided fire support at very long range. Its high-angled 100 to 130 kg shells can shatter buildings or groupings of light troops--identified or not--in only a few rounds of fire. However, the 210mm is not precise at long range, and is extremely slow to deploy.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$70

Armor

Infantry

Resistance: 400

Large cal.
HE shell

3

31

31

31

6

3

2

1

0

2.4 km

M75



The campaign in France having demonstrated an assault gun's effectiveness for close fire support, the Italian army quickly came out with its own. The Semovente 75/18 was a 75mm field howitzer mounted in a M13/40 tank chassis. Better armored than any early war Italian tank and with fairly good firepower and mobility, it was arguably the best vehicle of the Italian early war arsenal. Its short-barreled howitzer is able to lodge HE shells on target with deadly precision, blasting buildings and light troops alike.

Speed

27 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$20

Armor

30mm

Resistance: 400

Assault Gun
Assault gun

1

25

25

25

5

3

1

1

0

650 m

M105



The Semovente 105/25 was a modernized version of the already excellent model 75/18 assault gun. The main gun was upgraded to a 105mm howitzer and mounted on a M15/42 tank chassis. This new version, although better armed and with a longer range than its predecessor, suffers no decrease in mobility thanks to a better engine. However, its rate of fire is slower than the original, and it is no better against tanks.

Speed

27 km/h

Requires

Warmode:
1945+Factory:
Artillery & Anti-air
BaseUpgrade of:
M75Price:
\$30

Armor

30mm

Resistance: 400

Hvy Assault Gun
Assault gun

43

43

43

9

4

2

1

0

700 m

AUTOBLINDA 40



First created as a colonial police vehicle, the Autoblinda 40 quickly proved itself as one of the best armored recon vehicles of the war. Fast and furtive, it was cross-country capable and easy to conceal. Equipped with 8mm machine-guns and an automatic 20mm light gun, the AB 40 could tear apart any enemy infantry and even engage lightly armored vehicles. However the lack of punch of its main armament and its very light armor prevent the AB 40 from taking on enemy tanks, even light ones.

Speed

36 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$20Armor
Vehicle

Resistance: 400

MG 34
Machine-gun

26

26

250 m

Small cal.
AP shell

53

11

6

4

3

2

250 m

AUTOBLINDA 43



An upgraded version of the AB 40, the Autoblinda 43 improved upon the strong points of the original to make it one of the best of the mid-war units. Still able to operate reconnaissance missions, the AB 43 was faster than the AB 40 and carried the same armor as a light tank. Its main improvement, however, was in regards to its armament. Now equipped with a deadly 75mm gun as well as its machine-guns the AB 43 is able to engage light or even medium enemy armor from ambush with a fair chance of success.

Speed

39 km/h

Requires

Warmode:
1942+Factory:
Armor BaseUpgrade of:
AUTOBLINDA 40Price:
\$20

<div><div>1</div></div>	Armor 15mm Resistance: 400	<div></div>	<div></div>	<div></div>	<div><div>1</div></div>	<div><div>2</div></div>	<div><div>3</div></div>	<div><div>4</div></div>	<div><div>5</div></div>	<div></div>	<div></div>
Medium cal. AP shell	<div><div>2</div></div>	200	25	20	12	8	5			300 m	
MG 42 Machine-gun	<div><div>3</div></div>	33	33							250 m	

CARRO M13



The sole Italian tank really deserving the title "medium tank", the M13/40 tank was inferior to its foreign counterparts in terms of armor though it could face enemy light tanks. Armed with a weak 37mm anti-tank gun mounted in the turret, the M13/40 retained the quick-firing 8mm Breda machine-guns that made Italian tanks so deadly against infantry. Despite those flaws it is still an exceptionally fast medium tank able to fall on a target, hit it, and run before reinforcements arrive.

Speed

43 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$15

<div><div>2</div></div> <div>Armor 30mm Resistance: 400</div>	<div></div> <div></div> <div></div> <div><div>1</div></div> <div><div>2</div></div> <div><div>3</div></div> <div><div>4</div></div> <div><div>5</div></div> <div></div> <div></div>
<div>Small cal. HE shell</div> <div><div>1</div></div> <div>30303063210</div> <div>250 m</div>	
<div>Small cal. AP shell</div> <div><div>1</div></div> <div>75159643</div> <div>250 m</div>	
<div>MG 34 Machine-gun</div> <div><div>2</div></div> <div>2626</div> <div>250 m</div>	

CARRO M15



A late-war Italian medium tank, the M15/42 was armed with a modern 47/3247mm gun in its turret, allowing it to engage most enemy medium tanks. Also armed with HE shells and machine-guns, it can easily crush infantry or light units. With average armor, fairly mobile and of moderate price once developed, the M15/42 is a good long term investment for the Italian army.

Speed

47 km/h

Requires

Warmode:
1942+

Factory:
Armor Base

Upgrade of:
CARRO M13

Price:
\$15

Armor 30mm Resistance: 400											
Medium cal. HE shell		2	33	33	33	7	3	2	1	0	300 m
Medium cal. AP shell		2		200		25	20	12	8	5	300 m
MG 42 Machine-gun		3	33	33							250 m

AT 47MM



Contrary to most foreign early light AT guns (German 37mm, Soviet 45mm, etc.), the Austrian-Italian 47mm gun proved very effective in AT warfare. Thanks to the use of a modern HEAT shell it had an AT capacity far superior to its small caliber, enabling it to engage early medium tanks. In short, it combined the advantages of being small and easily concealable with being precise and deadly. Even better, the 47mm's cheap cost and fast production allow the Italian army to benefit from effective anti-tank support early in the war.

Speed

24 km/h










Requires

Warmode:
1942+

Factory:
Anti-tank Base

Upgrade of:
None

Price:
\$10

<div></div> <div>Armor</div> <div>Infantry</div> <div>Resistance: 400</div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>	<div></div>
<div>Adv.med.cal.</div> <div>AP shell</div>	<div></div> <div>3</div>	<div>300</div>	<div>50</div>	<div>25</div>	<div>20</div>	<div>12</div>	<div>8</div>	<div>450 m</div>

AA 90MM



Less famous than its German "88" counterpart, the Italian 90mm gun was nonetheless the best AA gun of the entire war. Dual-purpose, it was as effective an AA gun against slow moving targets (like bombers) as it was a deadly AT gun. As such, it is capable of piercing any armor, even at extreme range. It does have drawbacks, however: The 90mm is slow to build and deploy, as well as expensive to produce. In addition, its bulky shape prevents any concealed deployment.

Speed

24 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$40Armor
Infantry

Resistance: 400

Heavy AA gun
AA gun

3

25 600 m

Large cal.
AP shell

4

400

100

50

25

20

12

600 m

SEMOVENTE



A tank destroyer version of its excellent namesake assault guns, the Semovente 90/53 was armed with a powerful 90mm gun. Enjoying long range, especially when paired with a recon unit, it can engage almost any armored target. The Semovente 90/53 itself has the armor of a medium tank, but its crew, lacking a machine-gun, is vulnerable to nearby enemy infantry. In addition its outmoded engine gives the Semovente 90/53 poor mobility.

Speed

35 km/h

Requires

Warmode:
1942+Factory:
Anti-tank BaseUpgrade of:
NonePrice:
\$20Armor
15mm

Resistance: 400

Large cal.
AP shell

4

483

121

60

30

24

15

500 m

FALCO



A former fighter converted into a reconnaissance plane, the CR42 "Falco" kept its high production price, light-weight frame and excellent speed. It will always be first on target to spot and identify enemy units, but like other recon planes of the time it lacks the ability to differentiate between decoys and real units. The Falco is essential when ground recon cannot keep track of enemy movements.

Speed

540 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$25



Armor

Aircraft

Resistance: 400

FOLGORE



The Italian army was among the first to train paratroopers, nicknamed "Folgore". Though few in number they were the true elite of the army, able to stand against any enemy infantry. Well equipped with modern automatic weapons (MAB 38, Breda mod. 37, others) and grenades, they had serious firepower and were formidable close combat fighters. However, as they lacked anti-tank weapons they had to ambush or attack enemy armor hand-to-hand, destroying them with hand grenades or by improvised explosives.

Speed

24 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$15



Armor

Infantry

Resistance: 400



Satchel charge
Satchel charge



3

563

94

47

38

23

15

150 m

Heavy grenade
Grenades



3

33

33

33

7

3

2

1

0

70 m

Elite weapons
Infantry weapon



5

100

100

150 m

SAETTA



Speed: this is the key word when referring to the Macchi MC 200 "Saetta" ("Lightning"). Though its very light armament (two 12.7mm machine-guns) make it poor for dueling or ground strafing, the Saetta was still an effective interceptor due to its speed. However, its high production cost and the need to deploy it in pairs to keep up with enemy fighters are a weight on the Italian war economy.

Speed

630 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$20



Armor

Aircraft

Resistance: 400



**Small cal.
Machine-guns**



75

75

27

0 m

VELTRO



Even faster than its predecessor, the Macchi MC 205 "Veltro" ("Greyhound") was worthy of its name. It bore a 1500 horse-power engine in its streamlined body, and was armed with two 20mm guns and two 12.7mm machine-guns. An excellent fighter and arguably the best produced by Italy, this very fast and well armed unit was effective as an interceptor and as a fighter. In the latter role the Veltro equals the best of its foreign counterparts, and its two 20mm guns make quick work of any non-armored targets.

Speed

720 km/h

Requires

Warmode:
1942+

Factory:
Airfield

Upgrade of:
SAETTA

Price:
\$25



Armor

Aircraft

Resistance: 400



**Small cal.
Machine-guns**



75

75

41

0 m

SPARVIERO



The Savoia-Marchetti SM.79 "Sparviero" ("Sparrowhawk") was the main World War II Italian fighter-bomber. Fast, well armored and carrying a 1 t. bomb load, it could score a bull's-eye on most light and medium tanks in a single run. Its shallow diving capacity permit the Sparviero to effectively strike against entrenched units or fortifications, and it can even take out important enemy structures.

Speed

630 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:
None

Price:

\$30



Armor

Aircraft

Resistance: 400

Med dive bomb
Diving bomb

660

110

55

44

26

18

0 m

Heavy HE bomb
HE bomb

40

40

100

8

4

2

1

0

0 m

Very light cal.
AA gun

24

400 m

P108



The Piaggio P.108 was a four-engined Italian bomber with many advantages: it was fast, well-armed with seven Breda machine-guns, and able to carry a 3 t. bomb load--sufficient to raze any industrial building in a single run. Fast enough to quickly clear out of a zone covered by enemy anti-aircraft fire, the Piaggio is perfect for striking targets behind enemy lines with a good chance of survival on the way back. Its few flaws include its high production price and time-consuming development.

Speed

630 km/h

Requires

Warmode:

1942+

Factory:

Airfield

Upgrade of:
None

Price:

\$25



Armor

Aircraft

Resistance: 400

Medium bomb
Carpet bombing

316

316

789

63

32

16

8

3

0 m

Small cal.
MG turrets

8

400 m

M15 CONTRAEREO



This AA ("Contraero") tank, produced shortly prior to Italy's surrender in 1943, was built on the outdated M15/42 tank's chassis. Its turret armament was replaced with quad heavy Breda 20mm machine-guns, and being moderately armored the Contraero had the same cross-country mobility as a medium tank. It can escort other armored units, acting as an effective aerial defense shield. The guns can also be lowered to pulverize enemy infantry and light armor.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$25

Armor

15mm

Resistance: 400

Light twin AA gun
AA gun

62

62

62

12

6

3

2

1

62

550 m

LANCIAFIAMME



A flamethrower version of the L6/40 light tank, the L6 Lanciafiamme was a perfect vehicle for destroying enemy buildings or light troops, even if they were concealed in woods or towns. For a low price it provided excellent anti-personnel support to other troops, and its capacity for demolition was greatly appreciated. Even light or medium tanks should avoid it, but since the L6 Lanciafiamme is lightly protected and has a short range it is hazardous to send it alone against tanks.

Speed

47 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$10

Armor

15mm

Resistance: 400

Flamethrower
Flamethrower

200

200

200

40

20

10

5

2

300 m

BREDA 90/53



The Autocannone Breda 52 da 90/53 is a powerful 90mm AA gun fixed on the rear platform of a Breda transport truck. Roughly equivalent to the famous German 88mm, the Italian 90mm was also a dual-purpose gun intended for use against air and ground targets. This duality makes it a deadly weapon both against airplanes (especially slow ones, like bombers) and tanks. Very mobile, it can be redeployed quickly to face enemy offensives or evade attacks.

Speed

31 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$25Armor
Vehicle

Resistance: 400

Heavy AA gun
AA gun

3

25 600 m

Large cal.
AP shell

4

400

100

50

25

20

12

600 m

CARRO P26



The P26/40 was an attempt to produce a heavy tank somewhat similar to the Tiger. Development started as early as 1940, but the first prototypes weren't tested until 1942 and only a few had been produced before Italy's surrender in September 1943. Heavily armored but with the mobility of a medium tank thanks to a modern engine, the P26/40 is armed with a modern high-velocity 75mm gun. However, it lacks the armor penetration power of its foreign opposing numbers.

Speed

39 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$25Armor
60mm

Resistance: 400

Large cal.
HE shell

3

35

35

35

7

4

2

1

0

400 m

Adv.med.cal.
AP shell

3

300

50

25

20

12

8

400 m

.30 cal.
Machine-gun

1

21

21

250 m

Soviet Union

ARTILLERY POSITION



Position armed with a 105mm medium range artillery battery.

Requires

Warmode:
1939+

Factory:
HQ

Upgrade of:
None

Price:
\$20



Armor
Building

Resistance: 250



Medium cal.
HE shell



2

17

17

17

3

2

1

0

0

1.2 km

HEAVY ARTILLERY POSITION



Position armed with two 155mm long range artillery batteries.

Requires

Warmode:
1942+

Factory:
HQ

Upgrade of:
None

Price:
\$50



Armor
Building

Resistance: 750



Medium cal.
HE shell



2

23

23

23

5

2

1

1

0

1.6 km

BA-11



The Broneavtomobil 11, or BA-11, was a Soviet armored reconnaissance vehicle. Its main use was to escort the infantry, whom it supported with 7.62mm machine-guns. An outdated 45mm gun made it unable to engage targets heavier than armored reconnaissance. Though it is quite slow, its six wheels allow the BA-11 to infiltrate rough terrain, where it is able to conceal itself in order to establish an observation post.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$15

Armor

15mm

Resistance: 400

Small cal.
AP shell

75

15

9

6

4

3

250 m

.30 cal.
Machine-gun

21

21

250 m

STRELKI



Strelki (riflemen) are mass conscripted from the seemingly endless human pool of the Soviet Union's working class and peasantry. They are most often thrown into battle without the merest instruction, with barely a rifle (Mosin-Nagant) for each man and rare support from out of age automatic weapons (Maxim 1910). Lacking firepower, they nevertheless match other light infantry units in close combat. Sacrificed at will, Soviet riflemen are perfect to take a position by sheer numbers only, whatever the cost.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
BarracksUpgrade of:
NonePrice:
\$5Armor
Infantry

Resistance: 400

Satchel charge
Satchel charge

563

94

47

38

23

15

150 m

Light grenade
Grenades

17

17

17

3

2

1

0

0

70 m

Light weapons
Infantry weapon

20

20

150 m

GVARDIYA



Gvardiya (guards) are mid-war battle hardened soldiers who have earned that title after one or several victorious campaigns. They are the elite infantry of the Soviet armies, its shock troops, and therefore equipped accordingly with modern and reliable automatic weapons (PPSh-41, SG-43, ...). Their firepower has no equal among any of their foreign counterparts! Counting among them veterans from the most dreadful urban battles in History they are also terrible close combat fighters.

Speed

28 km/h

Requires

Warmode:
1942+Factory:
BarracksUpgrade of:
STRELKIPrice:
\$5Armor
Infantry

Resistance: 500

Hvy Bazooka
Bazooka

2000

500

250

125

100

60

150 m

Heavy grenade
Grenades

33

33

33

7

3

2

1

0

70 m

Elite weapons
Infantry weapon

100

100

150 m

AA 37MM



The Red Army had always ignored the question of close mobile defense of its troops. Nevertheless, the Soviet staff requested the production of a 37mm anti-aircraft gun to protect key locations. This gun, towed and with a limited range, has fairly good firepower for its kind but must be used in large numbers to be effective. Concealed if possible to avoid detection, it is also quite expensive and slow to produce and maneuver.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$10Armor
Infantry

Resistance: 400

Light AA gun
AA gun

18

18

18

4

2

1

0

0

18 550 m

ZSU-37



The Red Army had to wait until 1943 to get a mobile and effective air defense in the form of the ZSU-37 AA tank. Armed with a 37mm gun, it could cover the sky with its explosive shells' deadly little black clouds. Lightly armored, very fast and cheap to produce when it was finally developed, the ZSU-37 could drive with other tanks as a mobile air defense and then turn its guns against enemy infantry or light armored units, tearing them apart.

Speed

39 km/h

Requires

Warmode:
1945+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$20

Armor

30mm

Resistance: 400

Medium AA gun
AA gun

23

23

23

5

2

1

1

0

23

550 m

PUSHKA 152MM



The 152mm howitzer was the backbone of the Soviet artillery at the outbreak of the war. In spite of a lower rate of fire than its 75mm counterparts, it benefited from a superior range and explosive shells that were three times more destructive. It is therefore perfect for pounding enemy structures or concentrations of light troops, whether they are identified or not. Much less effective against armored troops, it is a large and cumbersome gun, and therefore will be slow to move.

Speed

24 km/h

Requires

Warmode:
1939+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$40

Armor

Infantry

Resistance: 400

Medium cal.
HE shell

23

23

23

5

2

1

1

0

1.6 km

ISU-122



The Soviet ISU-122 (Istrebitelnaja Samokhodnaya Ustanovka) heavy assault gun was armed with a 122mm gun that was able to fire enormous explosive shells at a far greater range than its foreign equivalents. It was roughly equivalent to a 75mm field gun, but five times more devastating. The ISU-122 can quickly pulverize any building or unarmored units in spite of its slow rate of fire. Heavily armored, the ISU-122 can escort infantry even under fire from light anti-tank guns.

Speed

28 km/h

Requires

Warmode:
1942+Factory:
Artillery & Anti-air
BaseUpgrade of:
NonePrice:
\$25

Armor

30mm

Resistance: 400

Assault Gun
Assault gun

1

25

25

25

5

3

1

1

0

650 m

T-26



In spite of an enduring legend about early war vehicles, the T-26 light tank was proof that the Soviet Union did not always field the best tanks. Their only light tank available at the outbreak of the German invasion, it had poor mobility for its small size, an outdated low velocity 45mm gun and was barely armored. Barely able to perform a standard light tank's role, it can still be useful as an escort tank for the infantry or as an emergency defense unit.

Speed

34 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$10

Armor

15mm

Resistance: 400

Small cal.
HE shell

1

30

30

30

6

3

2

1

0

250 m

Small cal.
AP shell

1

75

15

9

6

4

3

250 m

.30 cal.
Machine-gun

1

21

21

250 m

T-34



The T-34 tank, a first Soviet attempt at a medium tank, proved to be a masterpiece. It had very good inclined armor (an innovation quickly copied by all the other belligerents), could be quickly mass produced in any Russian factory, carried a high capacity 76mm anti-tank gun, and had decent mobility. From its introduction until the end of the war it was a nightmare for all of Mother Russia's enemies. In attack or defense, the always reliable T-34 can be deployed without bringing the economy to its knees.

Speed

30 km/h

Requires

Warmode:
1942+Factory:
Armor BaseUpgrade of:
NonePrice:
\$20

Armor

45mm

Resistance: 400

Medium cal.
HE shell

33

33

33

7

3

2

1

0

350 m

Medium cal.
AP shell

250

31

25

15

10

7

350 m

.30 cal.
Machine-gun

21

21

250 m

KV 1



The "Kliment Voroshilov" model 1 is a legend among the Red Army. With such a heavy frontal armor that it could withstand a direct hit from the famous 88mm and with a 76.2mm anti-tank gun in its turret, the KV-1 was always a very bad surprise for the enemy. It is heavy and cumbersome, however, and painfully slow to move. In addition, its high price and long production time prevent the Soviet economy from being able to mass produce it.

Speed

22 km/h

Requires

Warmode:
1939+Factory:
Armor BaseUpgrade of:
NonePrice:
\$40

Armor

60mm

Resistance: 400

Large cal.
HE shell

35

35

35

7

4

2

1

0

400 m

Adv.med.cal.
AP shell

300

50

25

20

12

8

400 m

.30 cal.
Machine-gun

21

21

250 m

IS-2



The IS-2 tank, named "Iosif Stalin" after the Soviet leader, was a heavy tank with a 122mm gun produced for the sole purpose of matching the King Tiger and Panther's performance at long range. Its 600 horse-power engine granted the IS-2 good mobility for its size, even though it was armored as the best of the heavy tanks. Other than fighter-bomber attacks, there is little on the battlefield able to stop that monster.

Speed

30 km/h

Requires

Warmode:

1945+

Factory:

Armor Base

Upgrade of:

KV 1

Price:

\$35



Armor

75mm

Resistance: 400

Large cal.
HE shell

3

35

35

35

7

4

2

1

0

450 m

Adv.med.cal.
AP shell

3

338

56

28

23

14

9

450 m

.30 cal.
Machine-gun

1

21

21

250 m

AT 45MM



A light AT gun in service in the Soviet army, the 45mm M1937 was already outdated when the Wehrmacht invaded Russia. Its poor quality, low velocity shells made it ineffective against anything other than light tanks. On the plus side it was cheap, easy to deploy, and had a good rate of fire. It has some use for the Russians as a carefully targeted shot at close range can damage or destroy enemy tanks. The 47mm gun is also very effective when protecting troop movements from enemy armored reconnaissance.

Speed

24 km/h

Requires

Warmode:

1942+

Factory:

Anti-tank Base

Upgrade of:

None

Price:

\$10



Armor

Infantry

Resistance: 400

Adv.med.cal.
AP shell

3

300

50

25

20

12

8

450 m

AT 76MM



A combination of the outdated 57mm AT gun and the excellent (but ineffective against armor) 76mm F-22USV field gun, the ZIS-3 was the first Soviet AT gun really worthy of the "Anti-tank" title. In fact, it remained an effective AT unit until the end of the war. A threat to advanced medium tanks, it can even engage heavy tanks with a fair chance of success. Despite its very long barrel, the ZIS-3 gun can be easily concealed in rough terrain, allowing the Soviet troops to execute deadly ambushes on enemy tanks.

Speed

24 km/h

Requires

Warmode:

1942+

Factory:

Anti-tank Base

Upgrade of:

AT 45MM

Price:

\$10



Armor

Infantry

Resistance: 400

Large cal.
AP shell

400

100

50

25

20

12

500 m

SU-85



The SU-85 (Samokhodnaya Ustanovka) was a tank destroyer developed as a response to the introduction of the German Tiger tanks. However, as it was equipped with bad sights and handicapped by structural problems, it was unable to make use of the range and accuracy of its mighty 85mm anti-tank gun. However, the SU-85 had some advantages; it was more heavily armored than many other first generation tank destroyers, and its powerful engine allowed it good mobility for its weight and armor.

Speed

27 km/h

Requires

Warmode:

1942+

Factory:

Anti-tank Base

Upgrade of:

None

Price:

\$15



Armor

45mm

Resistance: 400

Adv.med.cal.
AP shell

300

50

25

20

12

8

400 m

SU-100



The SU-100 (Samokhodnaya Ustanovka) was a heavier SU-85; equipped with the more powerful 100mm gun it sadly retained its predecessor's structural problems. As such, the SU-100 lacked anti-personnel defense. On the other hand, its armor has been upgraded to that of a heavy tank, and a new engine gives the SU-100 the same good mobility as the SU-85.

Speed

27 km/h

Requires

Warmode:
1945+

Factory:
Anti-tank Base

Upgrade of:
SU-85

Price:
\$25



Armor

60mm

Resistance: 400



Large cal.
AP shell



483

121

60

30

24

15

500 m

NIEMAN



The Nieman R-10 is a reconnaissance plane of old design: heavily armored and slow, but fortunately cheap to produce. Besides, thanks to its rear turret it is a target that is not easy to take down. Its two-men crew is trained to spot and identify enemy units even when they are concealed in rough terrain. From a distance, however, they cannot discern between dummies and real units. The Nieman will become essential when ground recon proves itself unable to keep track of enemy movements.

Speed

360 km/h

Requires

Warmode:
1939+

Factory:
Airfield

Upgrade of:
None

Price:
\$15



Armor

Aircraft

Resistance: 400



Large cal.
MG turrets



12

400 m

DESANTNIKI



Russian generals were the first to take interest in military parachuting, but Stalin discarded the idea as ridiculous. It was only late in the war, after the invasion of Russia in 1941, that the Russians actually started forming airborne units. Created in urgency, the Desantniki were merely riflemen with a 'chute and with more or (often) less airborne training. With only average firepower and anti-tank capacity restricted to hand grenades, they were nevertheless sturdy hand-to-hand fighters.

Speed

24 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:

None

Price:

\$10



Armor

Infantry

Resistance: 400

Satchel charge
Satchel charge

3

563

94

47

38

23

15

150 m

Heavy grenade
Grenades

3

33

33

33

7

3

2

1

0

70 m

Med. weapons
Infantry weapon

3

40

40

150 m

ISHAK



The Polykarpov I-16 "Ishak" ("Donkey", aka "Rata", the "Rat"!)) was a fighter whose design was a holdover from the 1930's. Slow and poorly armored, it was completely outdated from 1939. Even fighting two against one it was almost useless. However, it was competent as a bomber interceptor, as long as the bomber was not too well defended or too fast. Despite its flaws in air combat, the "Ishak" provides effective ground support with its four 7.62mm machine-guns that can easily tear apart infantry or gun crews.

Speed

540 km/h

Requires

Warmode:

1939+

Factory:

Airfield

Upgrade of:

None

Price:

\$15



Armor

Aircraft

Resistance: 400

Small cal.
Machine-guns

1

75

75

16

0 m

YAK-3



A response from the Soviet industries to the Luftwaffe's continual superiority, the Yakovlev Yak-3 was a bad surprise for its opponents. Inexpensive to produce, agile, light, and quite fast thanks to its twelve-cylinder engine, it was also an effective fire platform with its powerful ShVAK 20mm gun backed up by two well-supplied UBS 12.7mm machine-guns. This armament allows the Yak-3 to perform effective ground strafing runs against light units.

Speed

630 km/h

Requires

Warmode:
1942+Factory:
AirfieldUpgrade of:
ISHAKPrice:
\$20

Armor

Aircraft

Resistance: 400

Small cal.
Machine-guns

1

75

75

31

0 m

STURMOVIK



The IL-2 Sturmovik was one of the best fighter-bombers of WW2. Mass-produced by the Soviets thanks to its low production costs, this plane, often referred to as a "flying tank", was a nightmare for enemy tank crews. Benefiting from its deadly accuracy and armed with four anti-tank rockets, the IL-2 can eradicate any tanks, even the heaviest ones, in a single run. However its sole defensive weapon, a UBT 12.7mm, cannot keep enemy fighters at bay for very long and means that the IL-2 requires escorts.

Speed

540 km/h

Requires

Warmode:
1942+Factory:
AirfieldUpgrade of:
NonePrice:
\$35

Armor

Aircraft

Resistance: 400

Large cal.
Machine-guns

3

150

150

16

0 m

Heavy rockets
Rockets

4

40

1440

100

358

179

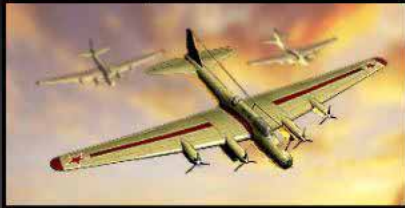
90

71

42

0 m

PE-8



The Petlyakov Pe-8 heavy bomber, also known as the TB-7, was the only four-engined plane produced by the Soviets during WW2. With an outdated design and only two old UBT machine-guns for defense it was a bullet magnet, slow and expensive. Luckily it carries a payload sufficient to level most structures in a single run, and as a result the Pe-8 can occasionally surprise its opponents by turning their buildings to ashes in a daring raid.

Speed

270 km/h

Requires

Warmode:
1939+Factory:
AirfieldUpgrade of:
NonePrice:
\$35

Armor

Aircraft

Resistance: 400

Heavy bomb
Carpet bombing

5

417

417

1042

83

42

21

10

4

0 m

Medium cal.
MG turrets

2

8

400 m

GAUBITSA 203MM



The Soviet 203mm heavy howitzer specialized in blasting enemy heavy fortifications or urban areas. Very heavy, it was best used as fixed or siege artillery that provided fire support at very long range. Its high-angled 100 kg shells can easily blast any building or grouping of light troops, even unidentified, in just a few shots. However the 203mm is imprecise at long range, and extremely slow.

Speed

24 km/h

Requires

Warmode:
1945+Factory:
Prototype BaseUpgrade of:
NonePrice:
\$50

Armor

Infantry

Resistance: 400

Large cal.
HE shell

3

31

31

31

6

3

2

1

0

2.4 km

KATYUSHA



The world-famous Katyusha was the first multiple rocket-launcher vehicle in history. Built from the ZIS-6 truck, it could carry up to forty-eight 132mm light rockets on its folding frame's racks, firing terrible barrages at a range equivalent to that of 75mm field guns. Lacking accuracy, it relies on its rockets' high explosive capacities to saturate an area with explosives, usually creating panic on a large scale. Though very mobile, the Katyusha is also very fragile.

Speed

24 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$30

Armor
Vehicle

Resistance: 400

Light rocket
Rocket

1.4 km

IS-3



The last version of the "Iosif Stalin" series and a slight improvement over the IS-2, this saw combat only in the very last days of the war. With improved mobility and a more advanced version of the 122mm main gun that gave it unequalled firepower, the IS-3 was the first modern tank of the Cold War era. Its price is, unfortunately, equally impressive.

Speed

30 km/h

Requires

Warmode:

1945+

Factory:

Prototype Base

Upgrade of:

None

Price:

\$60

Armor
75mm

Resistance: 400

Giant cal.
HE shell

500 m

Adv. large cal.
AP shell

500 m

.30 cal.
Machine-gun

250 m

Chapter 4a

The Campaign The Beginning

Welcome to World War II, soldier. The campaign puts you right into the action as you command units of the U.S. Army, from the Allied invasion of North Africa in Operation Torch to the war's end and beyond. You play as Joe Sheridan, who begins the war as a major. As you complete your assigned missions, you will be promoted up the ranks. As your rank increases, you will be given command of larger and more powerful units and ordered to complete increasingly challenging missions.

NOTE The first mission in the campaign actually takes place during the last month of World War II in the European theater. Once you complete it, you flash back to 1942 and follow Sheridan's experience up to the mission at Colditz Castle and then continue on from there.

Colditz Castle

April 16, 1945

General Sheridan liberated Colditz Castle, freeing the political prisoners held there. Among them was Angie Summers, a British agent who had been working with General Campbell to locate Admiral Canaris. Unfortunately, the admiral died before he could tell Summers the identity of a certain spy, code-named Prometheus.



Primary Objectives

- Advance upon the front (50 pts)
- Clear the way for the light squadron (50 pts)
- Clear the southern side of the bridge (50 pts)
- Clear the shore (50 pts)
- Close on Colditz Castle (100 pts)
- Destroy the Tiger Tanks (250 pts)

Secondary Objective

- Preserve all the Pershing prototypes (100 pts)

Strategy

Your first mission is straightforward and not very difficult. You must spearhead an advance on Colditz Castle and secure it before the enemy can eliminate Nightingale, an Allied intelligence asset. This mission also serves as a tutorial on the basics of giving orders to your units. You will learn how to select units, order them to move, and finally assign them targets to attack. To complete your objective, you are assigned a T-90 Pershing tank.



The T-90 Pershing prototype is a powerful tank with heavy armor and a large-caliber gun. It can take care of anything the enemy throws at you. However, you must still keep an eye on them if you want to achieve the secondary objective.

Joe Sheridan



Character: *Impetuous in all aspects of his life, Sheridan will always try to push his enemies to their limits—no matter the risks.*

Motto: *"He who dares, wins!"*

After he failed his first-year exams at Harvard, Sheridan decided to leave everything behind and enrolled in the U.S. Marine Corps. He served a couple of years in Morocco where he gained small victories due to his initiative and courage. In 1941, he became the commander of the 1st Armored Division, which he sees as an opportunity to show what he's capable of....

Your first objective is to advance on the front. Select your tank and then move the white ghost of the unit along the road and across the river to [● 1]. The Pershing tank will then begin driving toward the position you indicated. Advance a bit past the two tanks with the green border on either side of the road, and they will then be added to your command. Their border will turn from the green Allied indicator to blue, showing they are now part of your expanded force—a platoon of

three Pershings. Select all three Pershings and order them to move toward [● 2]. Near this spot, the Germans have three Panzer IV medium tanks. Select your tanks again, place the cursor over one of the tanks so that a reticle appears, and then order your platoon of tanks to attack. Your tanks will advance to firing range and then begin attacking. Eliminate these tanks so that the light squadron can cross the river near this position and help you advance toward Colditz.



Give your tanks the order to attack the Panzer IVs. These enemy tanks are no match for your three Pershings.

TIP Your units will automatically attack enemy units once they are identified and within range of your weapons. Therefore, instead of ordering your platoon of tanks to attack one of the German tanks, you can move the platoon so that all of your tanks are within firing range of the enemy. This is a good tactic for tanks, since their turrets allow them to fire while moving. Using the movement order will keep your tanks moving as they engage the enemy. Otherwise, when you give an attack order, your units will move to firing range and then stop to engage at maximum range. The downside of using this tactic is that the tanks in your selected group will engage targets on their own and may not all fire on the same target to quickly eliminate it.

Once the three Panzer IVs are smoking hulks, order your units to move to [● 3]. There are some more tanks there as well as a few PaK 40 antitank guns. While the tanks are no trouble, antitank guns are always a threat. Luckily, your Pershings are tough and will prevail. However, keep an eye on those tanks, since the antitank guns will usually concentrate their fire on one of your tanks. If a unit takes too much damage, it will rout. A routed unit will begin moving away from the enemy and can no longer attack—though it can still be attacked. While you can select a routed unit individually, you can't select it as part of a group. Routed units will recover after a while if the enemy does not engage them. Therefore, move routed units away from the battle before they can be destroyed. Once they recover, move them back up to the front to fight some more.



Engage the Panzer IVs on the northern side of the river by focusing on one group at a time.

After clearing out the southern shore, send your tanks across the bridge to the crossroads at [● 4] to secure the river's northern shore. As you approach this location, two groups of Panzer IV tanks will attack from the left and right sides. Order your tanks to focus on one group at a time by targeting individual tanks. As before, check your tanks to see if any rout during this engagement. If one is routed, hold your platoon here until it recovers. You want all three of your Pershings combat-ready for the next objective.



Now that the bridgehead is secure for following Allied units, advance toward Colditz, eliminating any enemy units that stand in your way.

Select your platoon and send them toward Colditz, [● 5]. As they near the town, six Panzer IV tanks line up across the road to try to stop you. Target one tank at a time at your maximum firing range, and provide new targets for your Pershings as you destroy each enemy tank in turn. Watch your tanks and send routed tanks away if they are in danger of being destroyed. Once all six enemy tanks are destroyed, regroup your platoon of Pershings and rush toward Colditz.



The King Tiger tanks near Colditz can take a lot of damage, so order all of your tanks to fire at one and keep attacking until you completely destroy it. The enemies can really hurt your tanks if you are not careful.

The Germans are sending Tiger tanks to try to delay or stop you from reaching Colditz. Five tanks appear in two locations at [● 6]. Engage the two to the right, or east, of the town first. Concentrate all fire on one tank until it is destroyed and then target the second. By this time, Allied fighter-bombers will be flying in to help you take out these tanks. Once the first two are done, send your Pershings to the left to engage and wipe out the three remaining Tigers. The mission ends at the completion of this final objective.

Chapter 4b

The Campaign North Africa

On November 8, 1942, American and British forces landed in northwestern Africa at Morocco and Algeria. This was the beginning of an assault to drive the Axis forces out of North Africa. Once the beachhead was secure, Allied forces advanced east into Tunisia and engaged both Italian and German forces. The early battles in Morocco and Algeria were not too difficult for the untested American troops; however, the German troops in Tunisia were veterans of warfare in the harsh African deserts, and when the two came together near Kasserine Pass, the Americans had to learn a lot in a short amount of time.

Taking Command

February 19–21, 1943

Major Sheridan rallied several scattered and isolated outfits with the help of Colonel Campbell, turning them into a small but effective force. Skillfully avoiding the brunt of the 21st Panzer Division's offensive, Sheridan was able to occupy the key position of Kasserine Pass.



Primary Objectives

- Move to the meeting point (150 pts)
- Destroy the tanks (50 pts)
- Secure Sbeitla (150 pts)
- Reach Kasserine (250 pts)

Secondary Objective

- Reach Kasserine in less than three minutes (50 pts)

Strategy

As Major Sheridan, you are the commander of a regimental combat team (RCT) from the 1st Armored Division. Four GI infantry units are all you have at the start. An antitank support group from the 1st Armored is isolated near Sbiba. Your first objective is to meet up with the antitank guns at [● 1]. Select all of your infantry units and order them to move down the road toward Sbiba. About halfway there, you will encounter two German grenadier units. As they approach, order

your infantry to attack and defeat the enemy. Since you have four units to their two, this engagement should be pretty quick.

NOTE When you give orders to your infantry at the start, notice that the units change to trucks and drive along the road. Infantry units, as well as towed guns, will embark on transport units so they can quickly move along roads (if they are not currently engaged or if there are no enemies nearby). As your infantry get within range of the German grenadiers, they will automatically disembark from the trucks and fight on foot.



There are several units of grenadiers patrolling the road leading to Sbiba. Keep your infantry together in a group so you have superior numbers as you encounter these enemies.

After defeating the first two grenadier units, advance toward Sbiba. Four more grenadier units will attack before you get there. The key is to engage them two at a time instead of all four together. As soon as you see two headed your way, move out to attack them. If some of your units are routed, pull all your units back a bit to allow your routed units to recover; this ensures you have four GI units ready to fight when you go up against the last two grenadier units. Once the road is clear, move all your infantry to Sbiba to complete the first objective.

Once you reach Sbiba, you will link up with the antitank support group. They arrive just in time to engage two German tanks headed in your direction. Without those guns, your infantry do not stand a chance against enemy armor. After you've eliminated the tanks, three 57 mm antitank gun units and two GI units are added to your command.



Use your antitank guns to eliminate the German tanks that try to attack your infantry. Those tanks don't stand a chance against your guns.

Your next objective is to destroy two tanks positioned near a town outside of Sbeitla at [● 2]. Select one antitank gun and notice the blue radius around it. This is the gun's firing range. The radius is not a complete circle, since woods, cities, and other obstacles block the field of fire. Move this unit so that its firing arc covers the road leading to [● 2]. Once it is set up, move the other two guns to cover the same area. Now move four infantry units toward [● 2] so that the small town is between them and the tanks. Send the other two infantry units to the woods near the road intersection. During this time, one of the tanks should come at you. Your antitank guns will automatically fire at and destroy the tank.

TIP Don't move all three of your antitank guns at the same time. Towed guns can't fire while they are moving, and they take a short amount of time to set up and fire. Instead, move one gun forward a bit so that it is still covered by another antitank gun. As it is getting ready to set up, send a second gun a little farther. Then once the first is ready to fire, send the last gun past the second gun. By leap-frogging your guns, you ensure that at least one gun is available for attacking enemy tanks at all times.

In order to get the second tank that is hiding behind the town at [● 2], you will need to move your antitank guns to the road intersection. Send them one at a time toward this position until they have a clear line of fire at the last tank. After it is destroyed, you have new orders to secure Sbeitla. This town is protected by two tanks and several grenadier units. You need to take out the tanks first and then move your infantry in to secure the town.



Position an antitank gun along the road here to take out the tank inside Sbeitla.

Move one of your antitank guns toward [● 2] along the road. As the enemy tanks begin to move, order it to stop so that it will set up and get ready to fire. If you are still not in position to hit either of the tanks, move another gun a bit farther along the road—keeping the first in position to cover it. By this time, the tank in the town should come out; destroy it with your gun. Place some infantry next to your guns to protect them from the enemy infantry that may move out to attack. Move an antitank gun along the road toward [● 4] if you still need to take out the second tank. After you've eliminated the tanks near Sbeitla, move your infantry into the town to finish off the grenadiers.



Position antitank guns just past Sbeitla to engage the enemy tanks coming from Kasserine.

Now that you have cleared out Sbeitla, you must get your RCT to Kasserine before the German 21st Panzer Division hits you from behind. Move all of your units onto the road leading to [● 4] just outside of Sbeitla. There are two Panzer IIIs headed your way. Your guns will make short work of them. Be sure to keep your infantry close to your guns to protect them from the grenadiers who might show up before you destroy both tanks. After neutralizing the tanks, send all your infantry along the road to Kasserine and clear out any remaining grenadiers along the way to complete this mission. Keep your antitank guns behind your infantry as you advance. Don't take too long getting to Kasserine. If you can clear the road and get some of your units to the bridge within three minutes, you can achieve a secondary objective.

CAUTION While antitank guns are deadly against tanks, they fire only armor piercing (AP) rounds, not high-explosive (HE) rounds. As a result, they can't attack enemy infantry units. Therefore, if there are infantry in the area, keep your own infantry near your guns to protect them from the German grenadiers.

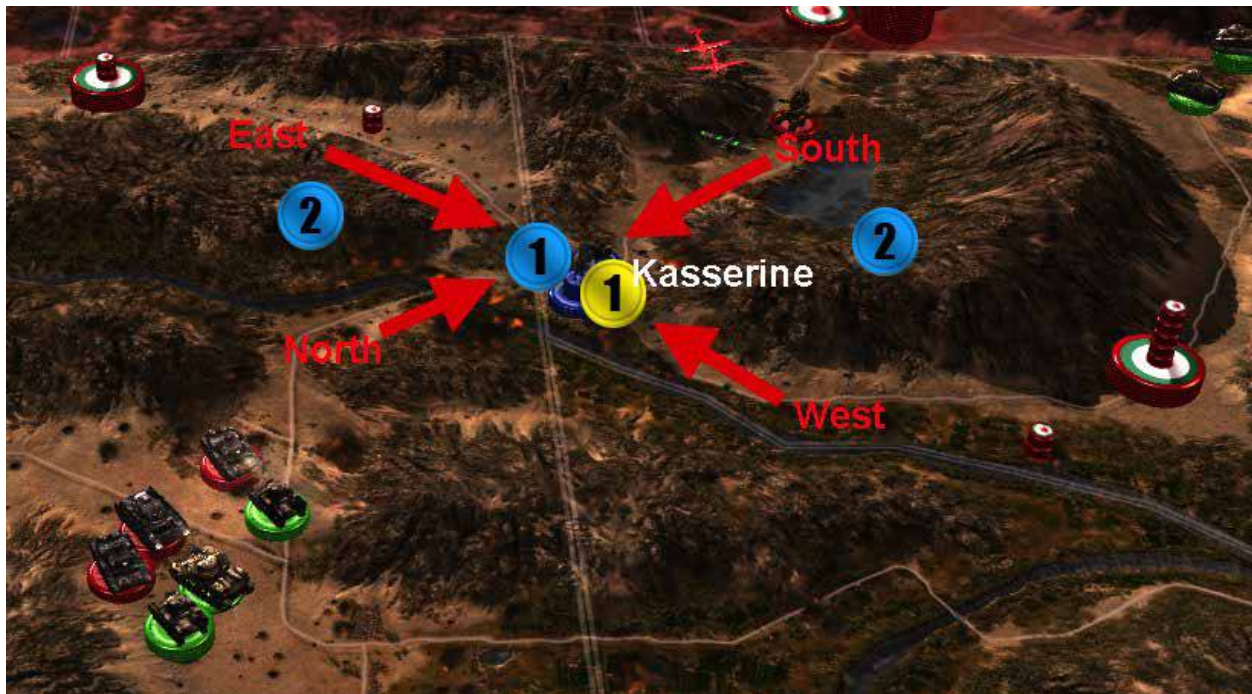


Send your GIs along the road to Kasserine to clear out the German infantry blocking your way to the final objective.

Kasserine Pass

February 21–23, 1943

Thanks to a dogged defense, Major Sheridan repelled all attempts by both the “Ariete” and 21st Panzer Divisions to retake Kasserine Pass; Colonel Campbell’s ability to listen in on German communications helped him do this. This defensive action proved decisive for the Allied counteroffensive and earned Major Sheridan a promotion to lieutenant colonel in the 1st Armored Division.



Primary Objectives

- Hold Kasserine (600 pts)
- Activate Decryption Ruse (50 pts)

Secondary Objective

- Preserve all your AT guns (500 pts)

Strategy

Your command for this mission includes five M1 57 mm antitank guns and five units of GIs. You must use this force to defend Kasserine from armored and infantry attacks that come at you from four different directions. The German 21st Panzer Division will send forces at you from the direction of Sbeitla. However, the Italians attack from the other three directions. The key to winning this battle is positioning your units to maximize their effectiveness.



Hold on to Kasserine with only infantry and antitank guns, and try not to lose any of those guns.

The Italians will attack first and most often, so select three antitank guns and position them in the town's southern part so that they can cover attacks from the south and from the east. While they are selected, move them so their field of fire extends in both of these directions. Position a couple of infantry units near them to protect them from enemy infantry.



Position antitank guns so that they can cover two different avenues of attack. Once you have them in place, you can leave them alone for the rest of the battle.

Now position the remaining two antitank guns in the northern part of the town so they can cover attacks from the west and from the north. Position three GI units to the west of the guns, since the Italians will be sending lots of infantry from the west. At the battle's start, a recon plane will fly overhead and provide information on enemy units. However, as the battle is about to begin, enemy fighters shoot down your eyes in the sky. However, Colonel Campbell, your British intelligence liaison, has a solution to help alert you when you are about to be attacked.

TIP Keep your antitank guns safe. Not only do you need them to take on the enemy tanks, but also if all survive the battle, you complete your secondary objective.

You are provided two ruses, which you can use immediately. Open the RUSE menu and then select the Decryption Ruse. Now choose the sector that covers the south and west. Use the other ruse to deploy another Decryption Ruse on the sector in the north and east. This ruse listens in on enemy communications and lets you know the enemy's orders as soon as they are issued. Red arrows will show you which currently identified units are moving and to which location they are heading. This allows you to prepare your defenses.



A ruse is assigned for a sector and lasts a short amount of time. Use the Decryption Ruse to learn from which direction you are about to be attacked so you can plan accordingly.

The ruse indicates that you will be attacked from the south first. Your guns should be positioned correctly. Make sure your GIs are positioned a bit south of the guns and are ready to engage the enemy infantry. If you have all your units in place, you can just sit back and watch the action. Next, infantry will attack from the west. Keep an eye on your troops covering this area. Be ready to send GIs from the south if necessary to help support the defenses.



Paratroops drop in to help reinforce your defenses at Kasserine.

While you can keep your antitank guns in the same position for the entire battle, be ready to move infantry where they are needed. If you see several enemy infantry units headed your way, move some GIs from one part of the town to help defend the area under attack. After a while, three airborne units will parachute down into the town, giving you three units of elite infantry to help defend the town. Move two paratroops to cover the north, which has yet to be attacked, and send the third wherever you need some extra firepower.

.....
NOTE The ruses last for only a limited amount of time. Keep an eye on the timers located near the screen's top; these are for the ruse. When the timer is nearly empty, order another Decryption Ruse for each of the two sectors leading to Kasserine so you don't miss out on any important intelligence.
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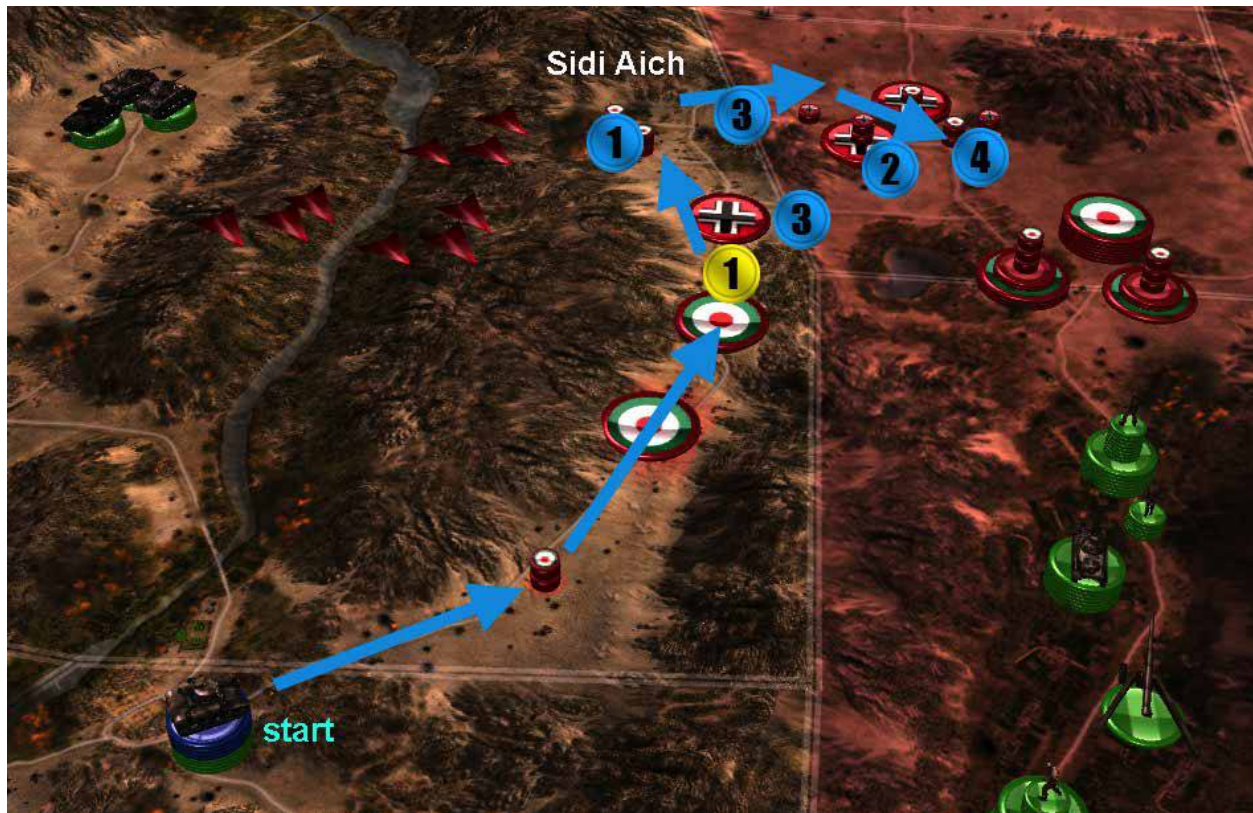
American infantry repel the German grenadiers attacking from the north and protect the antitank guns.

The Italians will attack you from the east as well and will often send in attacks from two different directions at once. Finally, a German force attacks from the north. It contains Panzer IV tanks and some tough infantry. Make sure your antitank guns can cover the area north from Kasserine toward the bridge, and then have your paratroops ready for the infantry. If you can spare a GI unit from somewhere else, use them in the north. Even though the Germans are sending in a Panzer IV, your guns will make short work of them.

The Wild Bunch

March 17–April 1, 1943

Lt. Col. Sheridan, riding to battle with his new armored combat command, was tasked with supporting the French “Division de Constantine” in their advance against the Afrika Korps’ Italian rearguard. In spite of a tougher-than-expected resistance, Sheridan captured the Italian HQ—where he found disturbingly accurate intelligence concerning Allied battle plans.



Primary Objectives

- Bypass enemy positions (100 pts)
- Activate Spy Ruse (50 pts)
- Hold Sidi Aich Pass (150 pts)
- Eliminate the enemies in the HQ area (150 pts)

Secondary Objectives

- Fall back without losing a tank (100 pts)

Strategy

Your first armored command is a group of four M3A1 Stuart light tanks. The first objective is to move to Sidi Aich at [● 1]. From here you can bypass enemy positions and hit them at their flank in order to clear a way for the French force to continue their advance. Start off by selecting all four tanks and then ordering them to move through the valley toward your objective. As you advance, you run across two Italian infantry units. Don't bother ordering your tanks to attack.

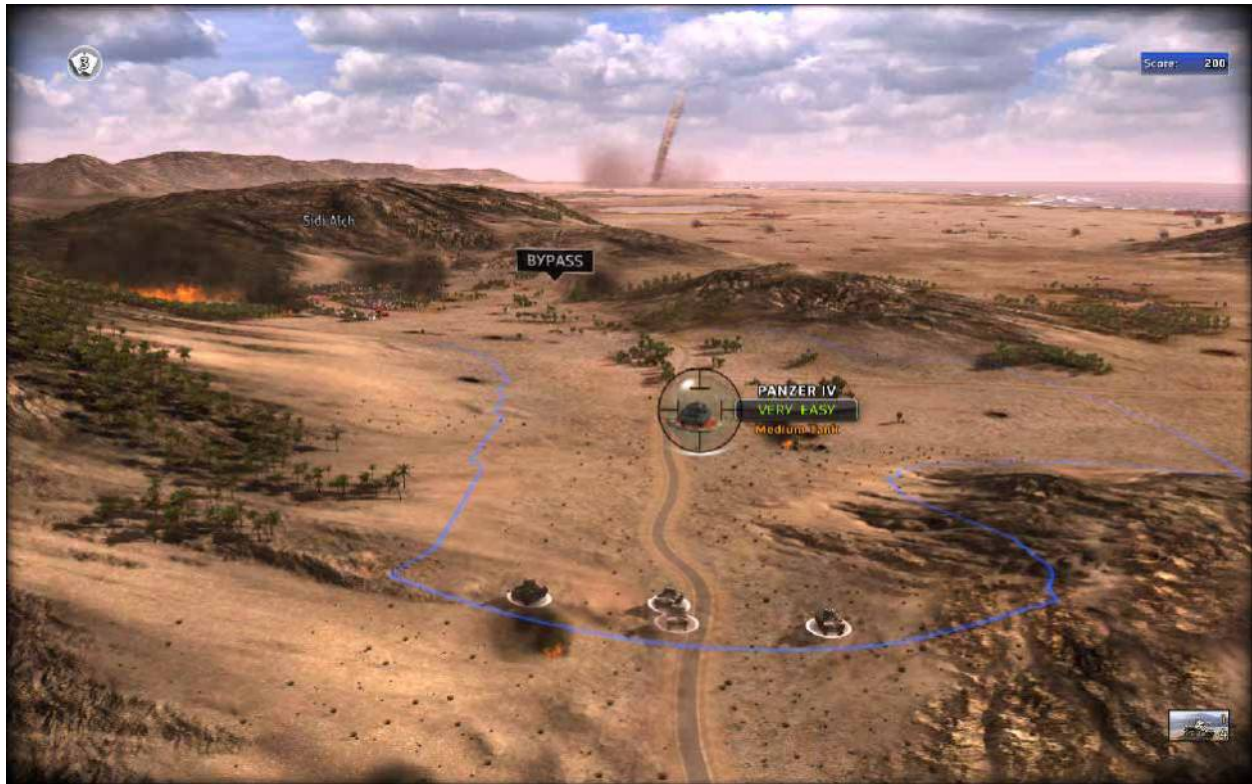
Instead, give your armor a Movement order past the infantry. Your Stuarts will keep rolling and attacking on the move, destroying the infantry without even slowing down.



You must advance down this valley toward Sidi Aich in order to bypass the enemy defenses.

NOTE Light tanks such as the Stuart are fast but lightly armored. They are great for engaging enemy infantry and even light tanks. However, avoid attacking medium or heavy tanks, since light tanks will always come out second best. If you must use light tanks against a medium tank, be sure you have numerical superiority, such as four to one, or you won't stand much of a chance.

Continue down the valley and attack the single Italian Carro M11 light tank. As before, keep rolling, and your four light tanks will neutralize this threat before they even drive past it. There are two more of these enemy light tanks near the end of the valley. Order all of your tanks to concentrate their fire on one of the tanks until it is destroyed and then attack the second. At the end of the valley, a single enemy tank awaits. This is a tougher nut to crack. You need all of your Stuarts to focus their attack on the German Panzer IV medium tank. Expect one or two of your tanks to rout and back away while the remainder of your force routs and then finishes off the tank.



You need to use all of your Stuarts to destroy this Panzer IV medium tank.

Even though it seems the way to Sidi Aich is clear of armor, don't rush to the town. There are two more Panzer IVs headed your way. Watch for them to approach from your right flank, and quickly order all of your light tanks to fall back to [● 1]. There is no way you can engage two medium tanks without losing some of your light tanks. As you are pulling back your Stuarts, some additional firepower arrives—four M3 Lee medium tanks. Quickly select them and order them to advance and attack one of the Panzer IVs. Destroy it and then go after the second tank. While this fight is taking place, send your Stuarts into Sidi Aich to secure the town and eliminate any enemy infantry that have not yet retreated.

Now that you have bypassed the enemy, it is time to look at their defenses. You have been given a new type of ruse—Spy Ruse. Here is your first chance to use it. Select the Spy Ruse and then deploy it on the sector adjacent to Sidi Aich, where the objective arrow is located [● 2]. This ruse sends a spy into the sector who reveals all unidentified units there. The Spy Ruse does not last as long as Decryption, but it provides a lot more information. When the ruse's timer runs out, deploy another Spy Ruse to keep your intelligence fresh. The spy informs you that there are some enemy tanks headed your way and that the Germans have set up a barrier of antitank guns that block the way for both you and your French allies.

TIP The powerful Spy Ruse gives you a real-time view of all enemy units within a sector. Unlike Decryption, it will not show you the destination of moving units, but it will let you see exactly what types of units you face. Your units with long firing ranges can even use the Spy Ruse to target and fire on enemies outside of their visual or sight range.



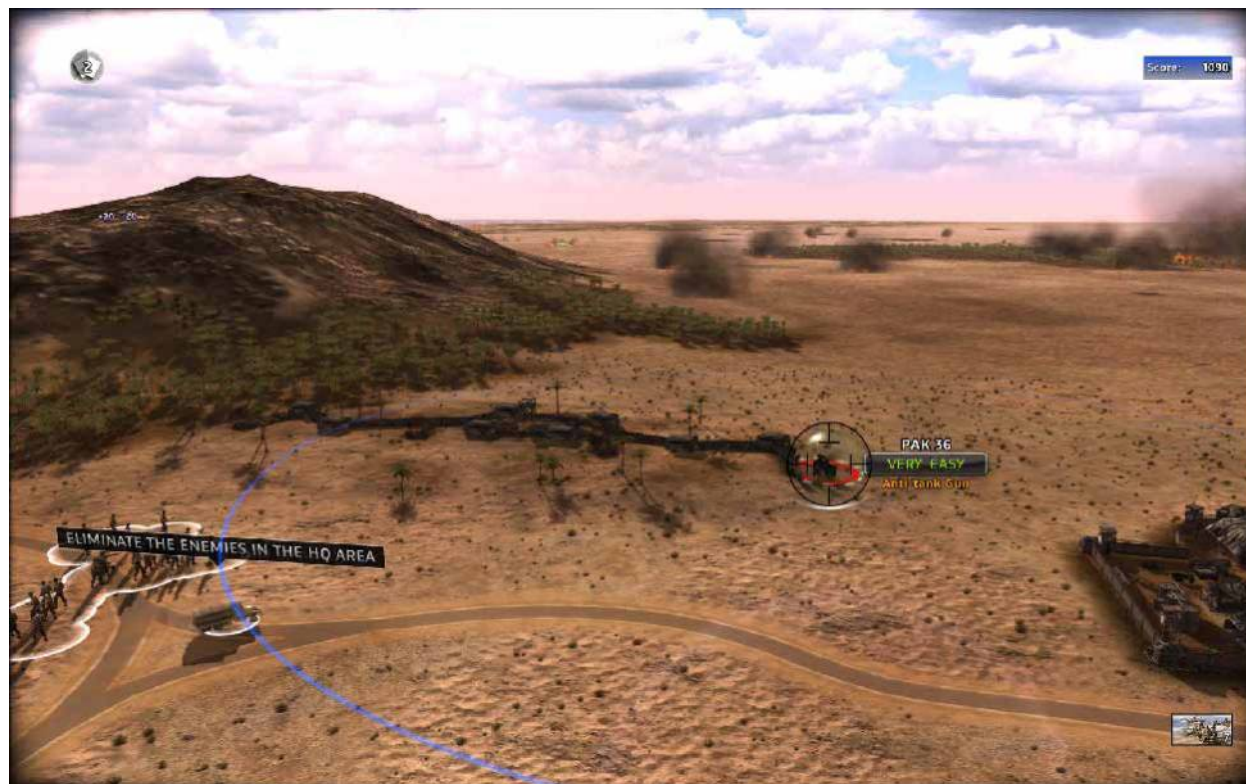
Situate your Lee medium tanks near the locations on the map marked with Hold orders. Keep your Stuarts behind them so they can move up to provide additional support if necessary.

Your next objective is to hold the Sidi Aich Pass. Enemy tanks are headed your way. Move two Lee medium tanks to each of the passes leading to Sidi Aich at [● 3]. Keep a pair of Stuarts behind each pair of Lees to provide additional firepower if needed. Two German Panzer IVs are on the left, and Carro M11 light tanks are on the right. The Lees on the right can take care of themselves, especially if you move the two Stuarts up to help repel the enemy armor. Concentrate your attention on the German medium tanks, and order your two Lees there to focus on the first enemy tank and then engage the second. Use your Stuarts to take care of the infantry in the small village near the pass. Let your Lees on the left recover from any damage they might have sustained; then send them after the second Panzer IV.



CAUTION Don't get too close to those antitank guns. If you select these enemy units, a red radius line will appear, showing you the line of fire of these guns. Make sure your tanks stay outside of this radius or they will take some damage.

Hold off the attacks at the passes and move forward as much as possible to eliminate the enemies in this area, which the spy has detected for you. Headquarters sends some engineers to construct a barracks at Sidi Aich. Once it is completed, you will now have seven infantry units under your command. Select them and send them toward the enemy antitank guns. Since the guns can't engage the infantry, your GIs can move right in and eliminate all four of the PaK 36 antitank guns. Eliminate any other enemy units in the nearby area to successfully complete this mission.



Once you've eliminated the enemy tanks and infantry, send in your infantry to take out that line of antitank guns.

NOTE This mission provides a good example of using the correct unit for the job. Antitank guns are deadly against tanks, tanks are powerful against infantry, and infantry can take out antitank guns without any threat to themselves. Remember this lesson for future missions, since you will need to use these tactics in order to win the war.

Digging out the Fox

April 1–6, 1943

Lt. Col. Sheridan, acting on his own initiative, launched an attack on the center of the Axis line. As he advanced against the 10th Panzer Division, he fell in General von Richter's trap and barely managed to turn the tide of battle in his favor at the end.



Primary Objectives

- Destroy the German HQ (150 pts)
- Hold the city for four minutes (100 pts)
- Score 1,200 points (500 pts)

Secondary Objectives

- Activate Spy Ruse (100 pts)
- Destroy the Tiger tank (250 pts)

Strategy

This mission requires you to use the main lesson you learned in the previous mission—using the right tool for the job. You are part of a major assault to drive the Germans out of Tunisia and North Africa entirely. General Wetherby has planned a two-pronged attack, with his 1st Armored Division attacking from the left flank while the British 7th Armored Division comes in from the right. Your task force's original orders are to hold in the center. However, since the German general, von Richter, seems to have the Allied plans, Sheridan decides to make a run for the German headquarters on his own and take the enemy by surprise.



Infantry is the best unit for eliminating enemy antitank guns. Clear the way for your troops and then send them in.

Your initial force consists of GI infantry, Stuart light tanks, Lee medium tanks, and some antitank guns. At the start of the battle, several German tanks head toward your position. Your antitank guns and allied aircraft will take care of them. However, you need to see what else the enemy has headed your way. Deploy a Spy Ruse on the sector at [● 1]. Ahead of you, the spy will detect some German antitank guns and infantry. Move your tanks toward the burned-out enemy tanks and halt. They will deal with the infantry. Send all of your infantry to go after the antitank guns, and then move your antitank guns forward as well to protect your troops from two Panzer IV medium tanks that will come from the armor base. The enemy will also send a couple Panzer III light tanks to attack on your left flank, so send your Lee medium tanks to eliminate them.

It is now time to go after the armor base by the lake directly ahead of your force. It is guarded by infantry, so send in your tanks to clear them out and then destroy the armor base. After you've neutralized the infantry, send a couple antitank guns to each [● 1] to defend against counterattacks. Keep a couple Stuarts near each antitank gun to protect them from enemy infantry. Deploy another Spy Ruse in the sector to the left to detect tanks and an antitank gun. Move your antitank guns on the left flank close enough to destroy the enemy tanks, and then rush your GIs forward to take out the antitank gun.



Sidi Bou Zid requires a methodical approach if you want to clear it out without taking any casualties. Get your antitank guns in position, and keep your tanks back until the town is clear.

Sidi Bou Zid is the next destination for your force. Keep in position the antitank guns on your right flank and then move the other two antitank guns and some infantry to [● 2]. There is a tank and an antitank gun protecting the town. If your spy has left, deploy another Spy Ruse so you can see them. Move your antitank guns forward so they can eliminate the Panzer IV medium tank. Once the tank is gone, send in your GIs to take out the antitank gun. Now move your entire force to Sidi Bou Zid, but don't destroy the headquarters just yet. The Germans will not take kindly to you wrecking their HQ, so first get ready for the counterattack. Position two antitank guns, over half of your GIs, and your Stuarts at [● 3] to defend against attacks from the direction of El Jem. Place your other two antitank guns and the rest of your GIs at [● 4] to defend your right flank. Once you are all set, send your Lee medium tanks to destroy the enemy HQ.



Set up your defenses around Sidi Bou Zid before destroying the headquarters. Your antitank guns' positioning is important so they can engage enemy tanks. Be sure to keep some tanks nearby to protect them from infantry.

The HQ was a decoy, and von Richter has lured you into his trap. Move your Lee tanks to help defend the right flank. You must not let the enemy back into the town for four minutes. To make things more difficult, the enemy is now using Radio Silence. To counteract this, deploy the Decryption Ruse to see where the enemy units are headed—even if you can't tell the exact identity of the units. Your best tactic for now is to let the enemy come to you. Your antitank guns will engage enemy tanks as they come into range, and order your tanks to target the German infantry. The British 7th Armored Division will send tanks to help you on the right flank.



Send in infantry to take out these antitank guns to the left of El Jem. However, the Germans have four Panzer III tanks waiting to ambush your troops.

NOTE The final primary objective requires you to score 1,200 points. Your score counter, in the screen's top right corner, will reset to help you keep track of how many points you have earned toward this objective. The best way to earn points is by destroying units and structures. The German HQ is worth a lot of points, so by the time you get to it and wipe it out, you will usually have the points. If not, hunt down any remaining German units on the map.

As the attacks wind down, you will need to clear your left flank. Use a Spy Ruse to detect units near the enemy airfield. There are four antitank guns just waiting to ambush your armor. However, don't just send your infantry rushing in. The enemy also has tanks behind the armor base. Therefore, send a couple antitank guns forward until they are just in range of the tanks. Keep your infantry near them. Keep inching your guns forward until you've eliminated all the tanks. Now order your infantry to crush the German antitank guns.

TIP Remember to deploy the Spy Ruse in sectors where you will be operating. The Germans have set up some surprises, so always look at what they have waiting before you rush in to attack.

Now that you've stopped the counterattack, it is time to head for the German HQ on the other side of El Jem at [● 3]. First, position a couple antitank guns at [● 5] so their firing arc covers the right half of the city. The 1st Armored is moving to the left of El Jem, and the British 7th Armored is advancing to the right. You are going to go right through the middle of El Jem. Select your infantry and send them into the city. If you have not done so already, deploy a Spy Ruse so you can detect the German antitank gun there. Order your infantry to attack it, and clear the way for your tanks. As you progress through the city, a German Tiger heavy tank will arrive in the city at [● 2]. Your antitank guns should engage it. Help them

out by grouping all of your tanks together and sending them after the Tiger. You may lose some tanks, but you need to eliminate that Tiger. Keep pushing your infantry and tanks through El Jem and destroy the enemy headquarters. Mop up any other enemies to complete your objective.



The Germans have several tanks defending their headquarters—including a Tiger. Use a combination of antitank guns and lots of tanks to eliminate this heavy threat so you can move on to destroy the HQ.

Chapter 4c

The Campaign Italy

Following the victory over the Axis forces in North Africa, the Allies invaded Sicily and used it as a stepping stone for the invasion of the Italian peninsula. Even though Italy surrendered, Germany decided to move in its own troops and fight the Allied forces there. The Italian terrain favored the German defenders, who used the forests and mountains to their benefit.

From Bait to Prey...

November 2–10, 1943

Sheridan, having been promoted to full colonel during the Sicilian campaign, was tasked with tying down several German divisions while General Wetherby's task force outflanked them by sea. Apparently the Germans know about the plan—thanks to the spy who is code-named Prometheus—and trapped Wetherby's force on the beaches. Meanwhile, Sheridan was tied up fighting off Italian militias.



Primary Objectives

- Deploy supply line (50 pts)
- Set up an infantry base camp (50 pts)
- Deploy recon (50 pts)
- Recon east flank (50 pts)
- Deploy four infantry (50 pts)
- Secure east flank (50 pts)
- Lay an ambush in the eastern woods (50 pts)
- Secure north flank (50 pts)
- Ambush incoming tanks in Sparanise (50 pts)
- Defend HQ (500 pts)

- Repel the German attack (50 pts)

Secondary Objectives

- Find and neutralize hidden infantry (100 pts)
- Spy on the German threat (100 pts)

Strategy

You have been given Combat Command A (CCA) of the 45th Infantry Division. This gives you the authority to deploy structures and units. Since Wetherby's attack has the armor assigned to it, you will have to make do with infantry for this mission. However, as you will discover, when used correctly, infantry can be very effective on the defense. Your first task is to get a base up and running. All you begin with is a headquarters. Building structures and deploying units requires supplies, so your first objective is to deploy a supply line. To do this, select the HQ tab and then select "Supply Depot." Place the cursor over the supply dump at [● 1] to order the construction of a supply depot. An engineer truck will depart from your HQ and drive to the supply dump. Convoys of three trucks will leave the supply depot every 30 seconds. When a truck arrives, it deposits \$3.00 of supplies into your supply account. Therefore, each supply depot you build provides \$18.00 of supplies every minute.

The next objective is to build an infantry base camp. Select the Barracks tab and then choose "Barracks." Move the cursor to [● 2] and order a barracks to be constructed. Once it is complete, you can build new units. From the Barracks tab, select the Willys jeep. Move the cursor to [● 3] and order this unit. When it arrives, select the Willys unit and send it to [● 4] to reconnoiter the area. As the jeep heads down the road, it will detect a couple of Italian infantry units in the woods at [● 6].

Recon units are one of the most important units a commander can have. When you select one, a large white radius line will show the area in which the recon unit can detect enemies. It can even find enemy units hidden in woods or cities—something that the Spy Ruse can't do. The Willys carries no weapons, so it can't attack. If enemy units get close, it will move so that it stays outside of the enemy's firing range.



Use your GIs to attack the Italian Sahariana recon infantry in the woods.

There are enemies on your east flank. You must do something about this threat. Select the Barracks tab and then order up four GI infantry units. Deploy them to the woods at [● 5]. As you deploy each unit, it will automatically move to the destination you selected. Once the four units are together, select them all and send them to attack the infantry units at [● 6]. Since the enemy infantry are hidden, they may surprise attack you. This gives them an advantage. However, since you have four GI units and the Italians are using just recon infantry, you will have little trouble eliminating them. Plus, you have just prevented the enemy from observing your actions in this area.

Move your infantry to [● 7] so they can hide in the woods and set up an ambush. Deploy a Decryption Ruse in this sector so you can keep track of the enemy movements. The Italians will send a couple tanks from Agnena down the road to your position. As the tanks move into range, your infantry will use bazookas to ambush and destroy them. Surprise attacks are very effective, since they triple the power of the attack. In addition, your units in woods are harder to rout. Leave your GIs and your Willys in this area to keep an eye on the enemy along your eastern flank.

You should have enough supplies in your account to build another supply depot. Place it on the supply dump at [● 1] and you can double the rate at which you receive supplies. In addition, when the supplies at the first depot eventually run out, you will already have a second source up and running.



Italian infantry ambush your GIs. Defeat them and then your infantry can use the town center to ambush enemy units that try to take back the town.

More enemies are to the north. Deploy another Willys and send it north toward Sparanise to see if you can find any enemy units on your northern flank. You will detect an infantry unit hiding at [● 1] to the east of Sparanise. Even though the town appears clear doesn't mean it is. Notice how the Willys's sight radius is blocked so it can't see inside the town. The only way to see what is in the town is to move in. Don't use your Willys to do this, since it is unarmed and will only get destroyed if it finds something. Instead, deploy five new GI units and send them to [● 8]. Wait until they are all together and then send them in to [● 9]. Italian infantry ambush your units. However, you can defeat them. Position your infantry in the town square where the enemy was waiting and set up your own ambush. The Italians try sending some tanks through Sparanise; your infantry will easily take them out. Deploy a Decryption or Spy Ruse in the Sparanise sector to help monitor the enemy to the town's north.

The northern and eastern flanks are now secure. The western flank is your next order of business. Deploy a Willys jeep to [● 2] to scout out the area. You can also begin going after the hidden infantry in the woods at the three [● 1] locations. Leave your infantry at the northern and eastern flanks and deploy more. Send four GI units to [● 2], and then create another force of four or five GIs to clear out the hidden infantry. Be careful not to focus on one spot at a time, because the Italians will be attacking at both the northern and eastern flanks. Your infantry there will be able to ambush them, but be ready to send reinforcements if needed. Italian tanks will also attack from the west. However, your GIs at [● 2] will ambush them.

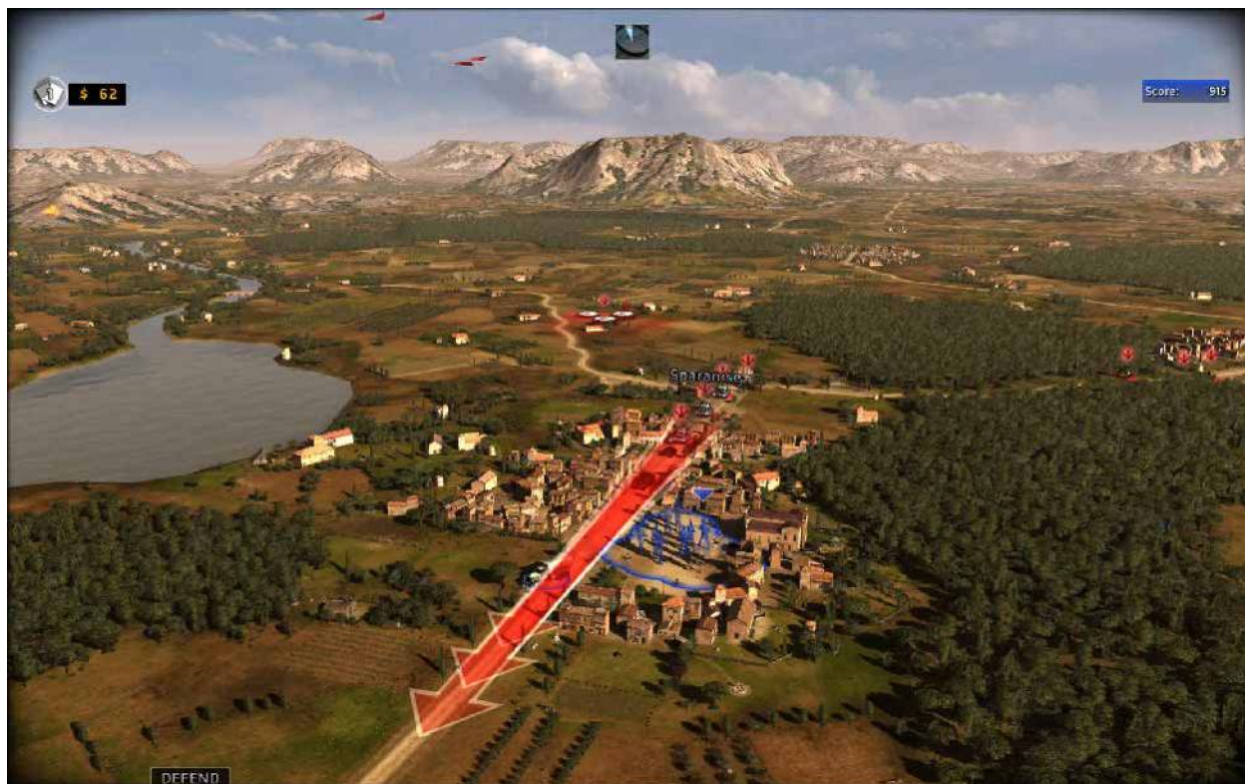


The Germans are sending in a large force of medium tanks. Position your GIs to ambush them.

As you have supplies, deploy extra GIs to each of your flanks to help defend against the attacks. Keep an eye to the west. When you see a large stack of German counters there, deploy a Spy Ruse in the sector at [● 2]. The Germans have a large group of Panzer IV tanks there. Some will move directly toward your HQ while others will move around to come at you from the north. Send some GIs to [● 3] to intercept the northern group while those at [● 2] deal with the rest. As you ambush these tanks, you realize they are actually decoys. The only way to tell if an enemy is a decoy is to attack it. Decoys can't attack back and are easily destroyed. However, this ruse has forced you to concentrate on the west while the Italians are beginning a large attack on both your northern and eastern flanks. Send some GIs to [● 4] and then get ready to watch your infantry ambush the enemy. You may also want to send some new GI units to the woods near [● 1] to ambush any enemies that might get through. Once you have destroyed both attacking groups, you complete the mission.



Your GIs in the woods on the eastern flank will ambush the Italian attacks in this area. It is a good idea to have infantry units in the woods on either side of the road so an attack against one group will not cause all your infantry to rout.



The Italians in the north will try to drive right through Sparanise—and right into the bazookas of your GIs. It is a good idea to put some infantry in the woods to the town's left to take out enemy tanks that try to bypass the town.

Hide and Seek

November 10–15, 1943

Disobeying General Wetherby's direct orders, Colonel Sheridan decided to counterattack against the Italian militias rather than lead his troops into von Richter's trap. Fighting house to house, Sheridan's men finally threw the Italians back to their initial positions.



Primary Objectives

- Capture the supply depot (250 pts)
- Activate Radio Silence Ruse (150 pts)
- Neutralize the Italian outpost (750 pts)

Secondary Objective

- Preserve your M3 Lee tanks (200 pts)

Strategy



Move your infantry through the woods to ambush the enemy tanks, and approach Pignataro so you can capture it.

You are still in command of an infantry unit, so you will have to use strategy and tactics to defeat a lot of Italian armor to complete this mission. Start off by building a supply depot at the supply dump at [● 1]. That will get you some supplies coming in right away until you can capture the enemy supply depot. Now start using your infantry. Send the group near Sparanise to [● 2], where they can ambush some nearby Italian tanks. Send the other group of infantry along with the Willys to [● 3]. While they are moving, deploy the Radio Silence Ruse in the sector at [● 2] to hide your movement from the enemy.

NOTE Radio Silence hides all your units within the sector so the enemy can't see any counters for possible units. The only way the enemy can detect you is if your units move within their visual range. Since the Italians have no recon units in this mission, they won't even know you are there as long as you don't get close to enemies.

Deploy a new Willys and five GI units to [● 1]. Once they are there, send the infantry in to take Pignataro. There is an Italian infantry unit there, but the odds favor you. Keep your infantry there. While those infantry are deploying, send your group of GIs at [● 3] on to [● 4]. Deploy four new GI units to Agnena and position them in the town center, and send five more GI units to [● 5]. Once all these units are in position, send one GI unit from [● 4] to capture the enemy supply depot at [● 1].



Secure the woods first before you capture the supply depot. These woods offer a great spot for ambushing the enemy.

TIP Infantry are the only units that can capture enemy structures. The benefit of capturing structures is that you deny its use to the enemy, just as if you had destroyed it, and you immediately gain control of the structure without having to spend any supplies of your own.

You should have a line of infantry hidden in Pignataro, [● 2], Agnena, [● 4], and [● 5]. After you capture the supply depot, the enemy knows you are in the area. The enemy tanks in the southeast will move to recapture the supply depot; your infantry in the woods will ambush them. However, the Italians are sending tanks and infantry from the north. Your infantry in the woods near the supply depot will take the brunt of this attack. While they can hold their own against the tanks, the infantry can overwhelm them. Luckily, you have been given two M3 Lee tanks. Send them toward [● 5] to help defeat the Italian infantry. Just be careful to pull them back if Italian medium tanks show up.



This screen shows your infantry at the five location listed above. Together they form a line that will allow you to attack enemy tanks moving through the area. Move your Lee tanks forward to help defeat infantry attacks, but to prevent your Lees from being destroyed, pull them back when Italian medium tanks show up.

The Italians will send lots of tanks to patrol your area. Use the Decryption Ruse to get intel on their paths and destinations. Be patient and wait for them to drive into your ambushes. While you are waiting, start deploying more infantry and a couple new Willys. You want to keep your recon units forward near Pignataro, at [● 2], and at [● 5]. When you get a break in the patrols, rush some infantry to [● 6] to get a foothold on the city of Vitulazio. Send more infantry to this spot, and from there spread out to hold the town centers at [● 7] and [● 8]. Most of these have one or two infantry units defending them, so be sure to send at least four or five of your own infantry to clear them out. Using the same tactic of moving when it is clear, send some infantry to secure Fondillo at [● 9]. From these locations, you can cover most of the patrol routes and wipe out lots of enemy tanks. Push some infantry to eliminate the enemy at [● 10], and then you have created a clear corridor to the Italian outpost. Send a GI unit to capture the supply depot at [● 11]; this not only gets more supplies for you, but also denies them to the enemy.



Your infantry must secure a corridor to the north for your tanks. Keep those GIs in the town centers so they can hide and ambush the enemy moving through these towns.

TIP Before moving your tanks to attack, deploy Radio Silence in the Vitulazio and Caiazzo sectors. This will allow your M3 Lees to advance without being detected until they begin their attack on the flame tanks.

Some Italian flame tanks arrive near Caiazzo at [● 12]. Don't send any infantry up to this town or they will be toasted. Instead, it is time for the final push. Send your M3 Lee medium tanks through the open ground between [● 6] and [● 8], toward the captured supply depot. Then go after the flame tanks. Keep some distance from the woods to the right, since the enemy have infantry there that might ambush your tanks if they get too close. Eliminate the flame tanks and then target the outpost. Once it is destroyed, your mission is complete.



The flame tanks can cause some damage to your Lee medium tanks. However, keep up the pressure and the Lees will win this engagement.

Tangling with Barbara

November 15, 1943 through January 4, 1944

Enlisting the help of the French Expeditionary Corps' vanguard, Colonel Sheridan struck at the heart of the Italian defense and destroyed their command structure. This daring action forced the German divisions to retreat to a new defensive line to avoid being cut off, thus relieving the pressure on Wetherby's trapped task force. In recognition of his actions, and thanks to the influence of Kate Garner in the War Department, Sheridan was promoted to the rank of brigadier general.



Primary Objectives

- Deploy tank destroyers (50 pts)
- Destroy incoming tanks (100 pts)
- Eliminate incoming infantry (250 pts)
- Defend HQ (300 pts)
- Cross the river (300 pts)
- Neutralize the Italian HQ (600 pts)

Secondary Objective

- Capture three enemy field bases (200 pts)

Strategy

You are still in command of Combat Command A (CCA) of the 45th Infantry Division, which is positioned around the town of Caiazzo. All you have at the start are three groups of infantry units. There is a force of Italian armor headed your way from the right flank. Quickly deploy three Wolverine tank destroyers to [● 1], and then send them to engage the enemy tanks at [● 2]. Tank destroyers have long-range guns but can't identify units at that same range. Therefore, deploy a

Wilys jeep and send it toward the Wolverines to act as their eyes. This allows your tank destroyers to engage enemy tanks before those tanks can return fire.



Your Wolverines and infantry will hold your right flank as long as you provide some recon for them. When the enemy infantry arrive, pull back your tank destroyers and move your infantry forward.

Tank destroyers are deadly against enemy tanks, but they have no weapons for engaging infantry or structures. The Italians next send infantry from [● 3] to attack your Wolverines. Move some of the nearby infantry to engage and defeat the enemy troops and save the tank destroyers. Meanwhile, deploy a Willys jeep and three more Wolverines to [● 1]. You may not be able to afford them all at once, but do so as soon as you can afford it. The Italians will send some tanks and, later, infantry to attack you from your left flank. Make sure to keep some infantry close by these Wolverines as well.

TIP To help protect your lower flank from a sneak attack, send one or two GI units to each of the four town centers marked [● 2]. They will ambush any enemy units trying to sneak up on you from behind.

Once the last group of enemy tanks attacks and is destroyed on the right flank, you can pull these units to the left flank. Deploy a supply depot at the supply dump near [● 2] so you can double the rate at which you receive supplies. Keep a couple tank destroyers back to defend your base, and send the rest of your force to the left flank. An Italian Semovente tank destroyer is positioned at [● 3]. Move a Willys jeep forward until you can identify this enemy; then get a group of about six Wolverines together to go after the enemy. Deploy more infantry to protect your Wolverines and send four GI units to [● 5] along with another Willys.



Advance on the enemy armor base with tank destroyers and infantry. Capture it so you can produce Stuart light tanks.

After the Semovente is destroyed, the Italians will send infantry to attack. Use your infantry to go after them. In addition, you receive a couple M3 Lee medium tanks. Use them to fight off the infantry as well. Keep them near your Wolverines. You can now produce M1 57 mm antitank guns. Send two of these to [● 5] and two more to [● 6]. Hide them in the woods so they can surprise attack enemy tanks. You can also deploy a supply depot at [● 4].

CAUTION Italian bombers will fly over and attack your units as you advance. Deploy the Radio Silence Ruse on the sectors you are moving through to hide your units from air attack. You can also use this same ruse later when your forces come under fire from enemy artillery.

Send your tank destroyer and tank group toward Teano, along with some recon to engage enemy units near the Italian armor base at the left [● 1]. As they are fighting, rush some infantry through Teano to capture the armor base. Once it is yours, you can then begin producing M3A1 Stuart light tanks. Order five of these and send them to attack enemy infantry in the area. Send them toward Vairano Patenora, along with some infantry, Wolverines, and recon. Make sure the woods at [● 7] are clear, then move in a couple antitank guns here. Clear out the area around the enemy barracks, and send in some of your infantry to take control of this enemy structure. It will allow you to deploy infantry and recon right at the front lines. Also deploy some supply depots to the two supply dumps in this area.



Set up your defenses before crossing the river. Many of the tanks in the counterattack are decoys. However, you need to destroy them all because some are real tanks.

The left river crossing area on your shore is secure. Now you must secure the shore at the river crossing on the right. Send two of your antitank guns and recon to [● 8] and hide them in the woods. These guns can take on the Semovente tank destroyer at [● 10] as well as any other enemy armor in the area; this allows you to send infantry in to capture the antitank base at [● 1] on the right. Before you cross the river, be prepared for the final drive on the Italian base. As soon as you move over the river, the enemy will counterattack. Position antitank guns at [● 9]. You now have antitank guns covering both bridges across the river. Create two task forces. Task Force Left (TFL) needs five Wolverines, five Stuarts, and recon. Task Force Right (TFR) will also have five Wolverines, recon, and the two M3 Lee tanks. Position a couple extra Willys around the area so you can see everything there. Get some infantry ready to move in behind TFL. Once you are ready, send your tanks to destroy the machine-gun nests near the bridges at the two [● 5] locations. After the machine-gun nests are destroyed, pull back your tanks and wait for the counterattack. Many of the tanks in these armored groups that attack across both bridges are decoys. However, the enemy has also hidden some real tanks, including flame tanks, in with the decoys. Let your antitank guns and tank destroyers eliminate these two enemy groups, and then send your two task forces across the river.



Secure Prata Sannita. The enemy may have some artillery units there, so rush in your infantry along with a couple of tanks to silence those guns.

Move TFL to [● 11] and move TFR to [● 12]. Also be sure to deploy Radio Silence Ruses on both of these sectors to protect your students from artillery fire. Send in infantry to secure Prata Sannita, and then move both task forces toward [● 6] to destroy the Italian HQ and complete this mission.



Order your tanks to destroy the HQ to complete your final objective.

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TIP If you want to work toward the Parasite Achievement, send in infantry to capture all of the Italian bases before destroying the HQ building.

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Battle of Monte Cassino

January 20 through February 11, 1944

The Allies brought in reinforcements, determined to open the way to Rome once and for all. General Sheridan, holding the center of their front, provided air support to the Allied columns and helped them advance to the German stronghold at Monte Cassino. Though he was driven out of a strong defensive position, General von Richter's skillful retreat once again left the Allies with only a partial victory.



Primary Objectives

- Bomb enemy artillery (50 pts)
- Bomb the artillery base camp (50 pts)
- Destroy AA tanks (10 pts)
- Clear the way for the Americans (250 pts)
- Bomb the HQ on Monte Cassino (500 pts)

Secondary Objectives

- Activate Blitz Ruse (50 pts)
- Clear the way for the French (250 pts)
- Clear the way for the British (250 pts)
- Prevent your Allies from losing 50 units (250 pts)

Strategy

As a new general, you now have more types of units under your command. However, for this mission, you will mostly be directing air force units to support American, French, and British forces as they advance on the enemy. Although you must use some ground units, your primary focus is airpower. This mission serves as a good training tool for using airpower in subsequent missions. You begin with a single B-25 Mitchell light bomber.

NOTE Light bombers are very effective against infantry, other unarmored units such as antitank guns and artillery, and all types of structures. Avoid using bombers against armored units or other aircraft.



Send a bombing run against the enemy artillery. Airstrikes are a great way to hit targets behind enemy lines or at a distance from your ground units.

Your first target is enemy artillery units at [● 1]. From the Airstrike menu in the screen's lower left corner, select a B-25, then place the cursor over the target and order the bombing run. The B-25 will take off from the airfield and fly to the artillery. After it drops its bombs, it will return to the airfield automatically to refuel and rearm. Since you have some supplies to begin with, use the Production menu to deploy two more B-25s. They will automatically appear at the airfield once they are ready and will be available to receive your orders.

Your next objective is the enemy artillery base at [● 2]. It will take two bombing runs to destroy a production building such as this base, so select two B-25s from the Airstrike menu and order them to bomb the artillery base. The two bombers will take off, deliver their payload, and then return. Scratch one German artillery base.



These antitank guns can stop your tanks from reaching their target. Bomb them with B-25s to open up the road.

In order to defend against your airpower, the Germans are deploying anti-aircraft (AA) tanks. These units can shoot down your bombers. Two of them are located at [● 3]. You will need some tanks to destroy these units, so build an armor base and then deploy four or five Stuart light tanks. While this construction is taking place, send your bombers to attack the German antitank guns at [● 1]. Two bombers should do the job. Once all your tanks are ready, order them to attack the AA tanks. To help get them to their target faster, deploy a Blitz Ruse on the sector at [● 1]. This increases your unit's speed by 50 percent. After your tanks take care of the AA tanks, you can just leave them there. You won't need them anymore.



M3A1 Stuart light tanks blitz toward the enemy AA tanks to make the skies safe for your bombers. There are more AA tanks out there, so be sure your planes' flight paths don't go near them.

TIP If you want to increase your rate of supply, build supply depots at the supply dumps near your base. You can then use those supplies to build more bombers. Each airfield can hold only eight aircraft, so if you want more, build a second airfield.

Task Force Wetherby is advancing from the west. However, they are running into some heavy resistance. A Siegfried blockhouse at [● 3] is wreaking havoc. Send three B-25s to take it out. Heavy field defenses require more firepower to destroy them. The French and British forces are also in need of support. Send a couple bombers to attack the machine-gun nests at [● 2] to help out the French, and send a couple bombers to [● 3] to destroy German antitank guns.



Bomb the German defensive structure to complete another primary objective.

Produce as many bombers as you can afford while taking out the secondary objectives. Your final objective is to destroy the German headquarters at Monte Cassino. Headquarters are tough to take down. It takes nine bombing runs to destroy them. Like units, structures slowly repair over time. Therefore, if you don't send nine attacks within a short amount of time, it will require additional bombing runs to completely destroy the HQ.



You will need a lot of B-25s to destroy the German headquarters. Bombing runs against such structures are more effective if you have lots of bombers hit it at the same time, so send as many as you can in a single raid.

You don't have a lot of time to wait to hit the HQ. You can achieve a new secondary objective only if the Allies lose less than 50 units. The sooner you take out the HQ, the sooner the battle is over. When you have five B-25s ready to go, send them to attack the HQ. Continue sending additional bombers as soon as they are available on the Airstrike menu until the HQ is destroyed and the mission complete.

Chapter 4d

The Campaign France

On June 6, 1944, American, British, and Canadian troops landed on the beaches of Normandy, beginning the advance that would liberate France and lead to the end of the war. However, before the Allies could take the war into Germany, they first had to establish a beachhead on one of the most heavily defended coastlines.

Utah Beach

June 6–9, 1944

Commanding the lead elements of the 4th Infantry Division on Utah Beach, General Sheridan established an Allied foothold on French soil. Relieving the exhausted airborne divisions, Sheridan took over defense of the beachhead and repelled everything the Germans threw at him. The landing was secured, in spite of Wetherby's inability to secure the flank at Carentan.



Primary Objectives

- Destroy the 88 mm battery (150 pts)
- Destroy the 88 mm battery (150 pts)
- Defend your HQ (500 pts)
- Destroy the Brecourt battery (250 pts)
- Set up defenses (50 pts)

- Defend your HQ for 14 minutes (500 pts)

Secondary Objectives

- Relieve the 82nd Airborne Division (150 pts)
- Relieve the 101st Airborne Division (150 pts)

Strategy

You are in command of your own task force of the 4th Infantry Division on D-Day. As your troops land on the shores of Utah Beach, you are attacked by enemy infantry and machine-gun nests. Since you do not have the firepower to take out those nests, you need to clear the area of anti-aircraft (AA) units so that air support can come and take care of the enemy machine guns. Your initial infantry units are going to be hit hard. However, you get more Gl's to command as they land on the beach. Don't waste time trying to fight against the German defenders. Instead, get some groups of infantry headed inland as quickly as possible. Deploy the Blitz Ruse on the beach sector so your infantry can move faster. Send a group of Gl's to take out the 88 mm gun at [● 1] and another group to do the same at [● 2]. If your initial groups fail, send in the second and subsequent waves. Once you have knocked out those guns, airstrikes will take out the machine-gun nests.



Allied troops have landed on the beaches of Normandy. Take out those 88 mm AA guns so you can receive some air support to help secure a beachhead.

Now that you have secured a beachhead, you are given a headquarters at [● 3] that you must defend against German counterattacks. Start off by building a supply depot at the nearby supply dump to get some supplies rolling in. Then construct machine-gun positions at [● 1] and [● 2]. Deploy a Blitz Ruse again in this sector so your engineering trucks will get to those locations faster and have the defenses set up before the German infantry arrive. Position your infantry

units in the swamps at [● 3] and [● 4] to help defend your HQ. The machine-gun positions should be able to stop all of the enemies. However, move your GI units to engage any German infantry that get past your defenses.

TIP Swamps act similarly to forests in that infantry can hide in them and perform surprise attacks against enemies who come into range. Use this terrain to your advantage when defending your HQ.

As you receive more supplies, build another supply depot near [● 2] and construct antitank bunkers near this location and at [● 1]. Construct a barracks near your HQ and quickly deploy a couple Willy jeeps. Send one to each of the antitank bunkers to increase their firing range. Also, deploy a group of at least five GI units and send them up the road to relieve the 82nd Airborne at [● 1]. There are German infantry in the woods near the road, so defeat them. Once you have reached the paratroopers at Sainte-Mère-Église, send your GIs to [● 5] to help defend against the enemy armor headed your way. Send a new Willys jeep up there as well to detect incoming attacks.



Use antitank bunkers and machine-gun positions to stop the German advance on your HQ.

After repelling the tank attacks, the Germans will bring up some Haubitze 150 mm artillery guns to [● 4]. They will bombard your base until you stop them. While your infantry can make short work of those guns, you still have the two enemy machine-gun nests near the guns. To knock out those nests, you need tanks. Quickly build an armor base and deploy four M3A1 Stuart light tanks to destroy the machine-gun nests. Meanwhile, deploy a force of about seven GI units to clear out Sainte-Marie-du-Mont and the nearby woods on their way to the German artillery. Once the guns are destroyed, continue to Sainte-Come-du-Mont to relieve the 101st Airborne troops.



Send your tanks to clear out the German machine-gun nests and artillery on your left flank.

TIP At the armor base, upgrade your Lee medium tanks to Sherman medium tanks. The Shermans are more powerful and better when engaging enemy tanks.

The initial counterattack has been beaten back. However, the enemy is gearing up for a larger counterattack. You need to prepare your defenses. Build an antitank base so you can begin deploying antitank guns, and construct supply depots at all the supply dumps in the area. Send your Stuarts to take out the machine-gun nests. The German attacks will come from five different directions and will consist of both infantry and armor. The defensive strategy is to hide antitank guns in woods or swamps to attack enemy tanks, to use your own tanks and infantry for defeating enemy infantry, and to utilize tank destroyers and tanks as a fire brigade you can send to help out where the action is the hottest. Be sure to send a Willys jeep with each group of antitank guns to allow them to fire at maximum range.



The enemy will come from two different areas on the right flank. Your antitank guns and tanks should be able to repel them.

To defend the right flank, deploy two antitank guns and some GIs each to [● 4] and [● 5]. Also get three Shermans near [● 1] to help fight off infantry. The enemy advance on your center will come from the direction of Chef-du-Pont. The easiest way to defend against it is to take control of Chef-du-Pont and hold it with five GI units. Position a couple of antitank guns and two more GIs at [● 7]. If possible, keep a couple Shermans behind the town to deal with enemy units that get past your defenses. Keep some infantry and an antitank gun at Sainte-Mère-Église to hold this town.



Even if your troops are driven out of Sainte-Come-du-Mont, your antitank guns in the woods will make the open ground between them a tank graveyard.

The left flank is the toughest to defend. While it would be best to stop the enemy at the bridge over the river near Sainte-Come-du-Mont, there are no woods for hiding your antitank guns. Load up this town with GIs—at least six units—who will ambush anyone who moves through it. Place two antitank guns, a Willys jeep, and two infantry at both [● 8] and [● 9] to engage enemy tanks that rush past Sainte-Come-du-Mont. Put a few GI units at [● 10] and situate more inside Sainte-Marie-du-Mont to block German infantry from taking the road through the woods to your HQ. You will also need a force of at least four Shermans and three Wolverines positioned near the supply depot along with a Willys jeep. If you have enough supplies, also build one or two antitank bunkers in this area. Finally, keep a force of three Wolverines and three Shermans near [● 5] to deal with anything that gets through before it can reach your HQ. This group of tanks and tank destroyers can also act as a fire brigade that you can rush anywhere the enemy is threatening to break through..

Once your defenses are in place, zoom out the view so you can observe all of the attacks. Deploy Radio Silence in the Sainte-Come-du-Mont sector to give your units there an advantage. Use your supplies to deploy Shermans and Wolverines as needed. Alos, if you need to move your fire brigade, deploy the Blitz Ruse in the sectors it will move through to speed up their response time. The key to completing this mission is staying vigilant and dealing with breakthroughs as soon as they occur.

The Hedgerow War

June 10–21, 1944

The Allied beachhead on the Cotentin Peninsula was under intense pressure from counterattacks led by elite German troops. General Sheridan crushed the Germans using effective air-to-ground coordination and was then ordered to move inland. After several fierce engagements, and in spite of inaccurate military intelligence, he liberated the city of Valognes.



Primary Objectives

- Identify the threat (50 pts)
- Destroy the StuGs (250 pts)
- Down the fighter (250 pts)
- Secure Valognes (300 pts)

Secondary Objectives

- Destroy all German AA units (50 pts)
- Destroy the heavy bunkers (50 pts)

Strategy

The Americans have established a foothold and pushed forward from Utah Beach. This mission continues from where the previous one ended. You must keep advancing against the Germans with the overall objective of capturing the city of Valognes. At the start, you do not have control over your forces. Instead, you get a brief introduction on using new forms

of air units. Previously you used light bombers for attacking enemy structures and unarmored units. Now you will have access to other types of aircraft. The first is the Grasshopper recon plane. This plane has a long range of sight but no weapons. Think of it as a flying Willys jeep that can see over terrain obstacles and even into cities to detect hidden units.



The Grasshopper recon planes are vital to this mission and pinpoint targets for your fighter bombers to destroy.

TIP The German StuG assault guns can cause a lot of damage to your troops. They act like short-range mobile artillery and can fire indirectly at your units without a line of sight. Once you locate these units, take them out!

The Germans are sending some armored units your way. Order your recon plane to move to [● 1] near Pont-l'Abbe to identify enemy StuG assault guns. There are more of these units approaching from the right flank as well. However, you need to do something about the first group before they can bombard your troops in Chef-du-Pont. You now get control of four P-47 fighter-bomber units. Order them to attack the StuGs on the left first at [● 2] and then the group on the right. Eliminate one before going after the other. Try using the Blitz Ruse to get your planes to their targets more quickly.

NOTE Fighter-bombers are very versatile units. Their main job is to make tactical airstrikes against enemy units. They are great against armory, infantry, and guns. When attacking tanks or other armored vehicles, send more than one fighter-bomber, since these units can take more damage.

In response to your airstrikes against their assault guns, the Germans have sent a fighter that arrives near [● 3]. You now have some P-40 Warhawk fighters under your command. Send them all after the enemy fighter to shoot it down. Airpower plays an important role in this mission. It acts as your eyes, your defense against enemy aircraft and ground

units, and your main attacking force. Since each airfield can handle only eight air units, build a second airfield. Also build supply depots at [● 1] and [● 2] so you can afford to build up your force.



The Germans will attack along the coastal road. Send fighter-bombers to take out the tanks before they get near your bases.

Your new objective is to secure the town of Valognes at [● 4]. This is not an easy task. The town is protected by four anti-aircraft units located at [● 1] as well as two heavy bunkers at [● 2]. The Germans also won't give you an easy time building up a force. Expect them to send units that attack from Pont-l'Abbe, Montebourg, and Saint-Vaast la-Hougue. To help defend against these attacks, build an anti-tank base and then position anti-tank guns in the woods near Chef-du-Pont, in the woods to the east of Sainte-Mère-Église, and at [● 3]. Send some infantry to each location as well, and keep some tanks available in the east to help deal with infantry. Use your Greyhound armored recon vehicles to help detect enemy units. They are also effective against infantry, so keep them near your anti-tank guns as well.

Up in the air, deploy a second recon plane so you can detect any enemy movements toward your lines. Send a couple fighters to positions near each recon plane—this will help defend them and will act as a combat air patrol (CAP). Try using the Decryption Ruse in the sectors around Valognes to detect enemy units moving toward your lines before they come into range of your recon units.

TIP Rather than ordering fighters to take off from the airfields as soon as you detect enemy aircraft, keep your fighters in the air along your front lines. Send them to a position. They will then fly around that spot and automatically engage enemy aircraft that come into range. This is important since the Germans will send fighters to attack your recon planes and will send fighter-bombers to attack your bases and ground units.

Once you get your lines secure, it is time to begin your offensive. There are three possible routes for your attack. The first is down the center straight at Valognes. This is the toughest route. While advancing down this path, you will get hit on both flanks by enemy attacks. The other two routes are on your flanks. The left flank requires you to cross a river twice as you move through Pont-l'Abbe and Yvetot-Bocage to attack Valognes from the rear. The right flank offensive requires you to drive down the coastal road toward Saint-Vaast-la-Hougue and then come at Valognes from the side. This right-flank attack is a bit easier than the left flank, since it is easy for your troops at Chef-du-Pont to hit the enemies on the left flank as they come at you.



Advance toward Quineville and capture the secondary headquarters and the adjacent supply depot. You will use this location as a staging area for your offensive against Valognes.

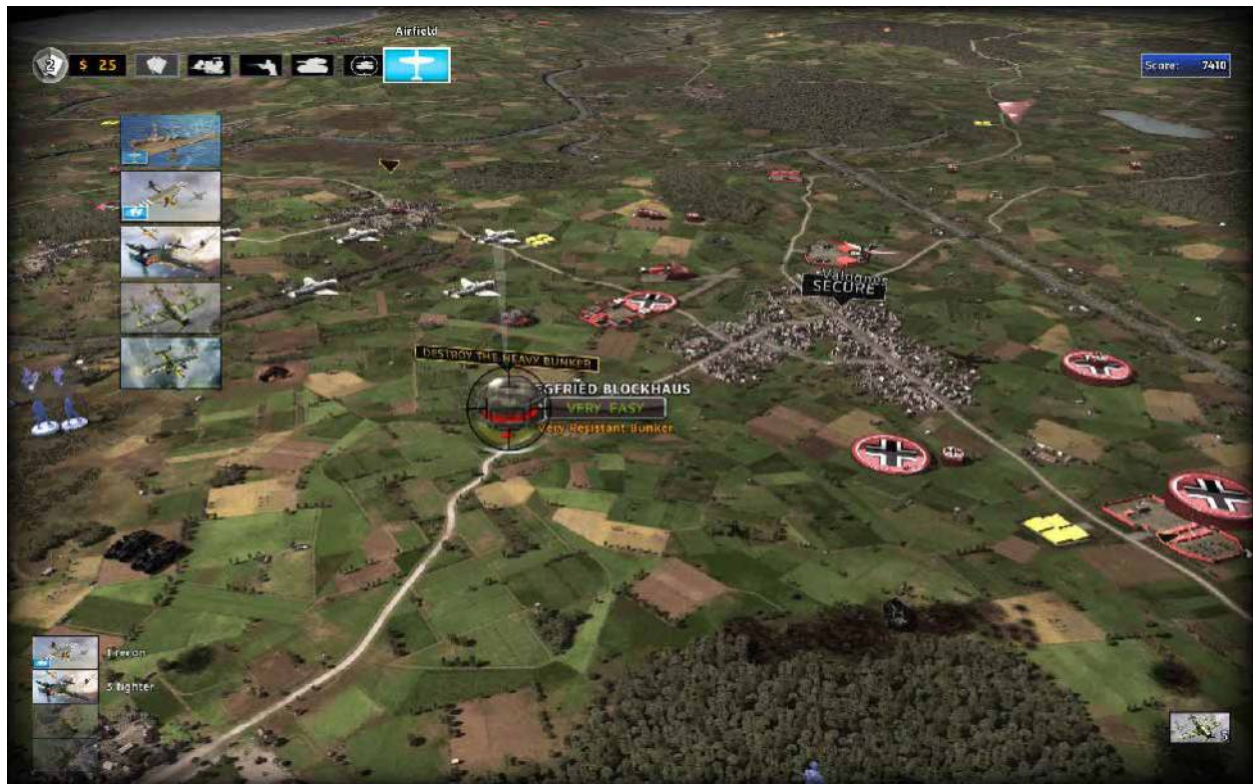
Deploy both Radio Silence and Blitz Ruses on the Quineville sector to help mask your advance and to speed it up. Now send a force of Sherman tanks and infantry down the road to clear out Quineville and then capture the secondary HQ at [● 4]. Build a supply depot next to the HQ to get some supplies. Place some antitank guns and some infantry in the forest near the HQ. The Germans will counterattack from the direction of Valognes and from the tank base farther down the coast road. Keep some fighters and a recon plane overhead, and make sure you have at least five fighter-bombers available. You will need them to fight off enemy armor. As soon as you can, use your fighter-bombers, tanks, and infantry to clear out the enemy in Saint-Vaast-la-Hougue, then push on to capture the nearby tank base at [● 5]. You can use this to deploy new tanks right near the road leading to Valognes. Build a supply depot near the tank base to get more supplies.



Send your infantry through the forests to get the anti-aircraft guns.

TIP The German planes can be a threat to your units. Wipe them from the sky by taking out the enemy airstrip at [● 7]. Send in fighter-bombers (or bombers if you deployed any) to take it out. All enemy planes on the ground will be destroyed as well.

If you want to get the secondary objectives, you must take out the four anti-aircraft guns and the two heavy bunkers. Send infantry through the forests to get the two anti-aircraft on the right side. Remember to use Radio Silence and Blitz Ruses as you move in to attack. To get one of the anti-aircraft guns on the left, send infantry into the swamp at [● 6] so they can approach the enemy undetected and take it out. The last one is near Yvetot-Bocage. Get it later with some of your tanks after the bunkers have been destroyed. Regarding the bunkers, after you have eliminated the first three anti-aircraft guns, send in your fighter-bombers to take out the bunkers. You will need to use three or four on each. Now all that remains is to take Valognes. Wipe out all enemy units around it and capture the nearby bases with your infantry. Valognes will be yours!



Take out those heavy bunkers with your aircraft to open the way into Valognes.

The Battle of Cherbourg

June 21–26, 1944

Promoted to major general, Sheridan was given the mission to seize the campaign's ultimate objective: Cherbourg and its deep-water harbor. The last remnants of several German divisions fortified themselves around the city, putting up a stubborn defense before being eventually overwhelmed by Sheridan's troops.



Primary Objective

- Neutralize the German HQ at Cherbourg (1,000 pts)

Secondary Objectives

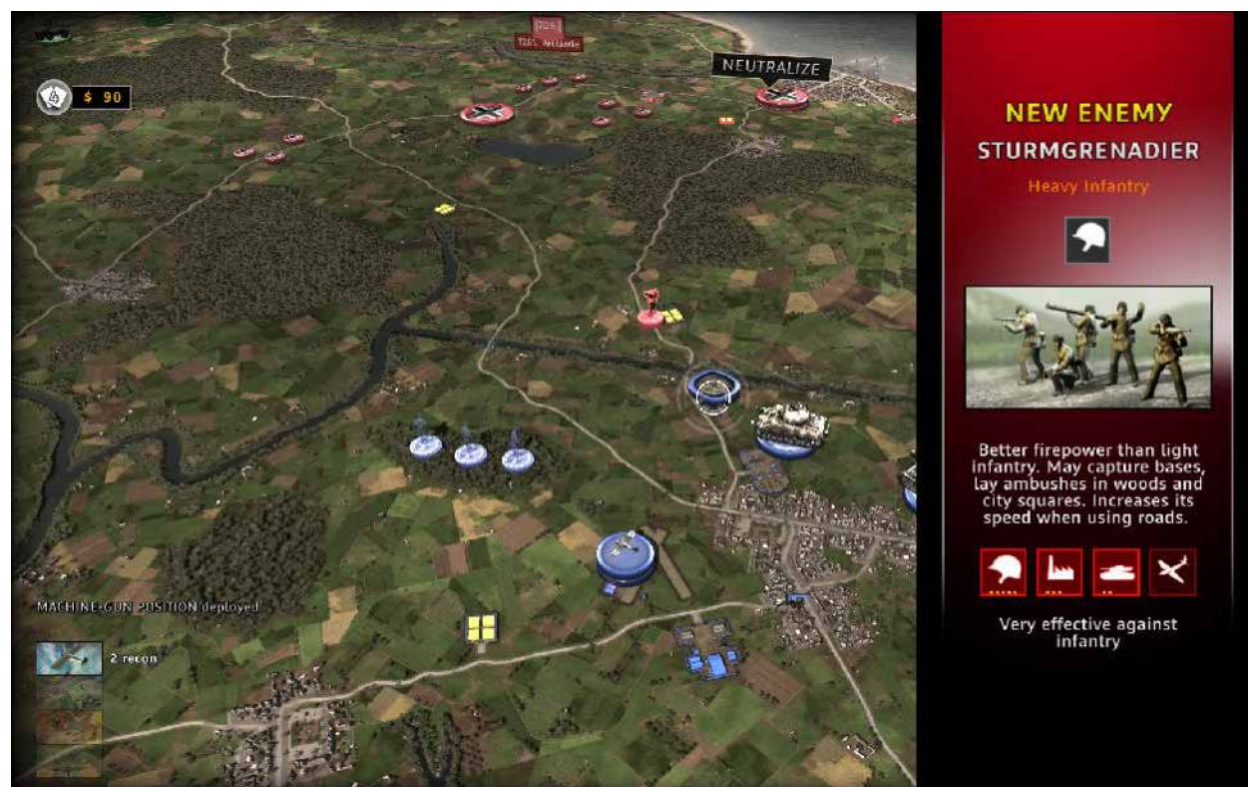
- Launch a Decoy Army Ruse (50 pts)
- Neutralize the German airfield (500 pts)

Strategy

The Allies have pushed off the beaches and are moving across the Cotentin Peninsula to drive the Germans from Normandy. The big prize in this area is the port city of Cherbourg. Once it is captured, the Allies can use it to bring in reinforcements and supplies much more quickly and efficiently than using the invasion beaches. However, the Germans understand how important Cherbourg will be to the Allies and will not give it up without a fight. Your forces are centered around Valognes. Your main objective is to destroy the headquarters at [● 1]. To begin with, you have a Sherman tank unit, three infantry, and a Priest self-propelled artillery. Artillery units can fire on enemies from long range and over obstacles such as forests and cities. Since artillery is weak on the defense, keep it away from enemy units and protected by your tanks and infantry.

NOTE The German HQ at Cherbourg is tough to destroy because it is well defended. There are several hidden infantry units in the forests waiting to ambush your units, and anti-aircraft guns in the area make airstrikes costly. Therefore, you must consider a flank attack. To help you succeed, you can divert the enemy's attention to different parts of the battlefield.

Beginning in this mission, you have access to new types of ruses—Fake Offensive, Fake Tank Assault, and Fake Air Assault. Each of these will deploy decoy units to the assigned sector. Once you deploy them, you can give movement orders to these units like any other unit. However, they will be destroyed as soon as they take any damage from enemy fire. These ruses last five minutes each.



Build up some defenses along the road between Valognes and Cherbourg to destroy enemy units attacking your bases. The new heavy infantry units are tougher to destroy—and deadly when ambushing in the woods.

The enemy knows you control Valognes and will make some small attacks against you. Right at the start, build a machine-gun nest at [● 1] and bring your Sherman up to defend the road to Valognes. The Germans send some heavy infantry your way, but your defenses will send them packing. You must get some supplies pouring in right away, so build supply depots at [● 2], [● 3], and [● 4]. Deploy a Blitz Ruse in the Valognes sector to speed the trucks on their way. You also have the opportunity to upgrade your infantry to Rangers. Do this and then deploy a couple Willys jeeps and four or five Rangers. Keep one jeep near [● 1], and send the other along with the Rangers to [● 5].

The enemy has an airfield at [● 2]. They will be sending fighters and fighter-bombers to attack your units and bases. Deploy four fighter units and be ready to order them to attack enemy aircraft. The enemy also sends ground units toward your lines. In order to keep the pressure off while you build up, deploy a Decoy Army Ruse to the Cherbourg sector—[● 1]. This will send fake ground units toward Cherbourg and keep the enemy busy. Meanwhile, you must take out the

NEUTRALIZE THE GERMAN AIRFIELD

FLAK ZOMM
VERY EASY
Anti-Aircraft Gun

Score: 90

1 recon
2 fighter

Once your ground forces are assembled at [● 5], order them all to move to [● 6]. Deploy Radio Silence and Blitz Ruses in the Tourlaville sector so you can move quickly and remain undetected for a while. Send your tanks, with supporting fire from the Priests, to take out the three anti-aircraft guns in Tourlaville and around the airfield while your infantry capture the airfield. Keep your Wolverines nearby to deal with enemy tanks. While the airfield is your objective, you really need to silence those anti-aircraft guns. Once they are down, you can use fighter-bombers or bombers to take out the airfield if you are unable to capture it.



Tiger tanks will counterattack from Cherbourg. Call in your fighter-bombers to destroy them before they wipe out your ground forces.

As you are attacking, the Germans will send some Tiger tanks to counterattack your forces. Quickly call in fighter-bombers to attack, and use your Wolverines to support. Pull back your Shermans so they are not wiped out. Once you've eliminated the Tigers, the enemy will continue to send infantry and tanks toward your forces at Tourlaville; however, you don't have to worry about any more Tigers.

The Cherbourg HQ is your next objective. In order to complete this mission, all you need to do is destroy it. You don't have to take out the enemy units or bases around it. However, it is a tough target to take out. Not only is it surrounded by tanks and infantry, but there are also three German artillery units at [7] that will fire on any units within their range—and their range covers most of the Cherbourg sector and the forests near Les Rouges Terres. That artillery is in turn protected by three anti-aircraft units at [8], so airstrikes against the artillery will be costly.



These German artillery guns are a dangerous threat to your ground units. Destroy the anti-aircraft guns near them, and then hit the artillery with your fighter-bombers to clear the way to Cherbourg.

TIP If you don't want to deal with the German artillery, deploy several Priests to the area near Tourlaville and order them to bombard the HQ at Cherbourg. You will have to defend them against enemy attack, but they will eventually destroy the HQ.

Ground attacks against the anti-aircraft guns will result in a lot of losses, since the artillery will chew up your units. Instead, you should try to take them out with fighter-bombers. Build a second airfield if you were not able to capture and hold the German airfield, and order some more fighter-bombers and bombers. To improve your chances against them, deploy a Decoy Air Units Ruse to the sector where the anti-aircraft guns are located. Also use a Blitz or Radio Silence Ruse in the same sector, and order all your fighter-bombers to attack the anti-aircraft units at the same time. They should be able to take out all of the enemy guns with only light losses.

If you want to send in ground units to attack the base, next take out the artillery guns at [● 7]. However, another tactic is to use bombers and fighter-bombers to pound the German HQ until you destroy it and complete the mission. This tactic will help keep your casualties low, since you are just flying over the enemy infantry and the tanks around Cherbourg, and they can't cause any harm to your bombers since you destroyed all their anti-aircraft guns.



Bombers are the best way to destroy the HQ at Cherbourg without risking your ground forces. It is a tough target, so it will take a few strikes by several bombers to wipe it out.

NOTE This is a fun mission to play several times using different tactics. Since you only have to take out the HQ, build a second airfield and as many bombers as possible. Once you have nine or ten, deploy a Fake Air Assault Ruse to the Cherbourg sector and a Blitz Ruse over the forest. Then order all of your bombers to attack the HQ at the same time. The decoy planes will take some of the enemy fire, and most of your bombers will make it through to drop their payload on the HQ. If enough make it, you can win the mission without having to deploy any ground units.

Chapter 4e

The Campaign Holland

After securing the beachhead in Normandy and capturing Cherbourg, the Allies embarked on Operation Market Garden. The objective of this operation was to capture a series of bridges along a single highway in Holland, culminating with the capture of the bridge over the Rhine at Arnhem. With this bridge over the Rhine, the Allies could then bypass the concentrations of German defenses along the Franco-German border and begin a drive to Berlin. This daring operation could end the war before the year was over.

Screaming Eagles

September 17–18, 1944

Transferred to command the 101st Airborne Division, General Sheridan led the initial phase of Operation Market Garden. What was to be a leisurely walk soon turned into chaos, as Campbell had prophesied, for the Germans were much better prepared than the Allies expected. After several tough battles that included hand-to-hand combat with enemy tanks, Sheridan was able to capture the bridges at Eindhoven and Son.



Primary Objectives

- Secure Valkenswaard (50 pts)

- Destroy AA units covering Eindhoven (50 pts)
- Secure Eindhoven (100 pts)
- Ambush three enemy tanks in Eindhoven (100 pts)
- Destroy the Sturmtiger (100 pts)
- Capture the German HQ at Son (200 pts)
- Ambush four tanks around Son (300 pts)

Secondary Objective

- Recon seven city squares before dropping (100 pts)

Strategy

This mission places you in command of airborne forces. In fact, you will have access to only two types of units—recon planes and airborne infantry. No tanks, antitank guns, or even combat aircraft. However, you will learn just how effective infantry can be when used correctly. You will not be able to build any structures, including supply depots. Instead, you will receive allotments of supplies as you are given new objectives. Therefore, there is not a lot of room for error. Be careful with your troops.

Your first objective is the town of Valkenswaard at [● 1]. However, before sending your paratroopers in to take the town, send a recon plane over Valkenswaard. Use it to check the town squares to see where German infantry may be hiding, waiting to ambush you. This town has two squares, so you can achieve part of your secondary objective by scouting it out. Once you have detected the enemy infantry, deploy four airborne infantry units to Valkenswaard. If there is an open town square, drop there. Otherwise, land outside of the town. Dropping in on top of enemy units can be dangerous, since the enemy can shoot at you while your paratroopers can't fire back until they hit the ground. Once your troops are on the ground, move to engage and destroy the German forces inside Valkenswaard.



Drop your paratroopers right into Valkenswaard and clear it out.

Eindhoven is the next town you need to secure. However, there are some anti-aircraft guns defending the town at [● 2]. If you don't take them out, they will shoot down your transport aircraft and your recon plane. Move your recon plane so that its detection radius just barely covers the anti-aircraft guns. Now deploy two or three new paratrooper units to [● 1]. You want to drop them into the forest outside of the enemy's firing range so they can then sneak up on the guns. Move your paratroopers to [● 2]. From there, they can surprise attack the three anti-aircraft guns and destroy them.

TIP If you want to see the firing range of enemy units, such as anti-aircraft guns, click on them once you've detected them. A red radius will appear around them. As long as you stay outside of that radius, they can't hit you.



The best time to ambush the German tanks is right when they enter Eindhoven. Keep your paratroops hidden in the town square, and they will take out those panzers.

Now that you've eliminated the threat, send your recon plane to fly over Eindhoven at [● 3] and scout out the three town squares. The town is filled with infantry and a tank, so send three paratrooper units to the northern square, along the road leading to the river. Then send two more groups of at least two paratrooper units to land in or near the other two squares. Keep your recon plane overhead so you can watch the enemy's movements. Clear the town of all enemy units. Once you do this, the Germans will send three tanks into the city from the north. Make sure none of them leave the town alive. Position several units in the northern square so they can ambush the tanks as they approach the city. The tanks will enter from the north and then head south down the eastern roads to exit from the southwest corner. Destroy all three tanks or you will have to start the mission over.

TIP Ambushing the three tanks can be a tough objective. Save the game while clearing out Eindhoven so you can reload the game at that point if one of the tanks makes it out of the town. Then you will not have to start the mission over from the start.



If you don't surround the Sturmtiger, it will move away from your troops, forcing them to leave the protection of the forest if they want to destroy it. Hit it from two sides and it will have nowhere to run.

The Germans have brought in a Sturmtiger, located at [● 5]. This is a heavy assault gun that can really cause some damage to your paratroopers in Eindhoven. You must use surprise attacks to destroy the Sturmtiger with your paratroopers. Drop two units in the woods at [● 3] and two more at [● 4]. They will hit the Sturmtiger from two different sides and make short work of it. As long as you keep your troops in the forest, the enemy won't attack them.



Hit the anti-aircraft guns with a surprise attack from the forest to clear the way for your aircraft.

Two towns down, one more to go. Son is your next target. Like Eindhoven, it is defended by anti-aircraft units at [● 5]. Move your recon plane so it can just barely detect these units, or try using a Spy Ruse in the Son sector. Drop three paratrooper units at [● 6] and march them west to take out the anti-aircraft units. Use a Blitz Ruse while your paratroopers are in the air so you can get their planes to their destination faster and so your troops can move quickly once they are on the ground. Now that you've eliminated the anti-air threat, you can fly your recon plane over Son to scout out the last two town squares and complete your secondary objective. Keep your paratroopers at the northwestern corner of the forest at [● 7] so their attack range covers the road leading into Son. From this position, they can ambush any German units headed into or out of the town.

The key to securing Son is to capture the enemy HQ at [● 6]. Drop four paratrooper units into the forest at [● 8]. Move them toward the HQ, but keep them in the forest. You can surprise attack the tanks and other units near the HQ. Once you've cleared them all out, send in one unit to capture the HQ. Now that it is yours, the Germans will send four tanks to try driving you from the area. Move your paratroopers to [● 9]. Your paratroopers in the forests on either side of Son should have no trouble surprise attacking the German tanks as they approach from [● 7] and make their way through Son to the HQ. Once you've destroyed all four, the mission is a success.



Tigers are tough tanks to destroy. However, your paratroopers can easily take them out with some planned ambushes from hidden positions.

If you have the supplies remaining, you might want to drop some paratroopers into Son before you take the HQ. Clear out the infantry in the eastern town square and then hide there while waiting to ambush the tanks.

Death from Above

September 19, 1944

While the XXX Corps was slowed down by flank attacks, Sheridan's 101st Airborne, reinforced by the Irish Guards regiment, led the way to Nijmegen where the 82nd "All-American" Airborne Division was taking heavy casualties. Cutting a bloody path through the German defenses, General Sheridan succeeded in making contact with the beleaguered outfit south of Nijmegen, near the city of Grave.



Primary Objectives

- Capture the German HQ at Grave (1,500 pts)
- Repel counterattacks on the HQ (500 pts)

Secondary Objectives

- Capture the barracks (200 pts)
- Capture the German secondary HQ (200 pts)

Strategy

The next town on the advance toward Arnhem is Grave. The Germans have an HQ and several bases at this town and are not going to give it up without a fight. You must capture the German HQ so that the 101st can link up with the 82nd, which is at Nijmegen. This time you have your paratroopers and some British units from the Irish Guards. To give you some heavy, long-range firepower, you have been given an AVRE heavy assault gun. You can build a prototype base where you can deploy more of these units.



Bombard the enemy anti-aircraft guns with the AVRE to clear the northern side of the river.

Right at the start, build two supply depots at the supply dumps closest to Son. Move your infantry to [● 1] and [● 2] to help protect against a rush by the enemy. Construct a prototype base and an antitank base while you also deploy a couple of recon planes. Your first targets are the anti-aircraft guns across the river to the north. Use the Spy Ruse on the sector at [● 3], and then order your AVRE to begin firing at the anti-aircraft guns,, beginning with the one on the left. Don't get too close since there are German antitank guns hidden in the forests across the river waiting to ambush you. When you can, send your recon planes so they can just barely see the enemies at [● 3] and [● 4] without getting shot down themselves.

TIP The key to this battle is patience. Advance slowly with your AVREs bombarding individual units at maximum range. If your recon planes are taking fire, use your Spy Ruse to find the enemy. When you need to move units, such as when securing the east, use the Blitz Ruse to speed up their movement and get them into forests for cover.

Once the antitank base is completed, deploy two antitank guns to [● 1] and two more to [● 2]. Deploy a couple new AVREs as well and order them to attack the Siegfried blockhouses at [● 4.] Once you've destroyed them, send three paratrooper units to [● 5] to hide in the forest, and then move your antitank guns from [● 1] to join them. From this position, they can cover the road to Son so you can build a supply depot near [● 1]. Bring a recon plane over by these units to help detect enemies. Expect the enemy to send some tanks and Jagdpanzers. The tanks are decoys, so focus your fire on the Jagdpanzers. They can't hurt your infantry or antitank guns, but you can definitely take them out.



Surround the Sturmtigers with paratroopers on three sides so you can destroy them.

While you are securing the east, keep up the pressure on the center. Deploy three more AVREs to help take out the anti-aircraft guns around [● 3]. Keep using the Spy Ruse here to find as many units as you can. Drop some paratroopers in at [● 6] and [● 7] to take out the anti-tank guns hidden in the forests, and move a recon plane forward to help detect enemies. The Germans have a couple Sturmtigers to the north of [● 6]. Drop two paratrooper units each at [● 8] and [● 9] to surround them and take them out. They are a threat to your AVREs and other units. Once they are destroyed, send some anti-tank guns to [● 8] to help secure the center.



Drop some paratroopers in the west to capture the barracks and clear the enemy out of this part of the battlefield.

The Germans have a barracks at [● 1]. Drop three paratrooper units in the town at [● 10] to take out a tank and clear the town, and drop three more at [● 11] to clear the nearby infantry and capture the barracks to complete a secondary objective. At the barracks, upgrade the standard infantry to Guards, which are more powerful. Use your paratroopers to clear out the forests and advance to [● 12] to ensure the Germans don't try to reclaim the barracks. You can now build supply depots at the dumps near [● 3] and [● 1] to get some more supplies coming in.



The secondary HQ is guarded by tanks, so send your paratroopers through the forest so you can ambush them and capture the structure. Be ready to defend against counterattacks through the forest to the north.

Now that the west is secure, it is time to go after the German secondary HQ at [● 2]. Send a recon plane to scout out the defenses. There are usually only tanks there. Wait until you have enough supplies for ten paratrooper units, then drop five at [● 13] and the other five at [● 14]. Send the southern troops to the end of the forest so they can surprise attack the tanks. If necessary, use the northern force to help. However, their main job is to secure the forest road and defend against counterattacks. Use the southern paratroopers to capture the HQ and then build a supply depot at the nearby dump. Bring some antitank guns to [● 14] to help defend your new HQ.

TIP Deploy a force of at least five tank destroyers for the final push on the HQ. The Germans will field several Tigers and other tanks. By ordering the entire tank destroyer group to attack a single enemy tank, you will make short work of them.



Move units through the forests to hide their movement, and then unleash a massive attack against the units near the HQ at Grave.

To create a solid front line, drop some paratroopers into the town at [● 16] while capturing the supply depot at [● 15] and moving some AVREs up to this spot. This provides some more supplies to you, and it denies those supplies to your enemy and will help divert their attention away from the HQ at Grave. Now move some antitank guns and paratroopers through the forest to [● 7] and [● 18] while sending your AVREs in this area to [● 12]. Use the assault guns to bombard the machine-gun position at [● 19] and the nearby bases. You can also send Guard troops in to capture them, though the enemy will quickly destroy them. Either way, the enemy loses bases. Keep using the AVREs to destroy bases while your antitank guns, infantry, and tank destroyers deal with the tanks. Once you take out all of the anti-aircraft guns in the area, you can even drop some paratroopers into the forest at [● 20].

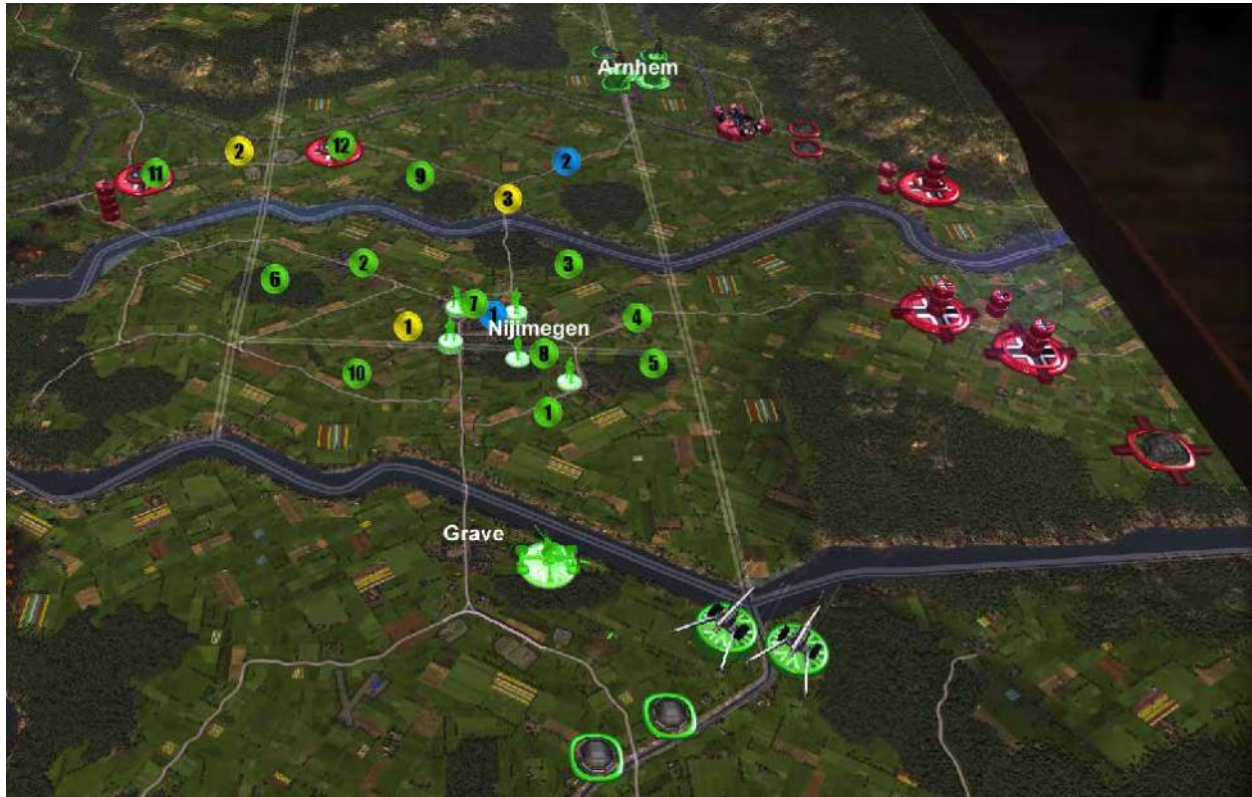
While you are clearing out the area around Grave, the Germans will be sending units from the east. You can try taking out or capturing the base by Cuijk. However, just dropping five paratrooper units into the city and hiding them in a town square can really disrupt the enemy's reinforcements. Once you have done this, send in some infantry units from the main attack to capture the HQ to complete your main objective.

However, once you have the HQ, you need to defend it. This is easy if you have already spent time clearing away most of the German foes in the area. There are some Panther tanks to the north by the river. Your AVREs and tank destroyers can make short work of them. The rest of the counterattack will come from the east. Fight off any remaining enemy units to win this battle.

A Bridge Too Far

September 20-21, 1944

General von Richter, well informed by Prometheus of the Allies' strengths and weaknesses, launched his best units against Sheridan's troops at Nijmegen while pounding the remaining British paratroopers trapped at Arnhem. Although Sheridan was able—at heavy cost—to take the bridge at Nijmegen for the XXX Corps, orders came to stop the offensive. Though Sheridan was successful, the operation was a failure.



Primary Objectives

- Link up with the 82nd Airborne within two minutes (50 pts)
- Escort 15 tanks across the bridge (1,250 pts)

Secondary Objectives

- Revert your frequencies (50 pts)
- Capture the armor base (200 pts)
- Preserve all Allied tanks (500 pts)

Strategy

The British Airborne Division is holding at Arnhem. After linking up with the 82nd at Nijmegen, you need to make sure that the tanks of XXX Corps can get across the river north of the town. The Germans are going to do everything they can to stop those tanks from reaching the British. During this mission, you have to act and react quickly to many different threats. The key is to spread out your defenses around Nijmegen so you can stop all enemy attacks.

NOTE This is a tough mission—especially if you want to achieve all of the secondary objectives. You may have to play through it a couple of times to get the feel for the way the Germans send their attacks and to develop the timing of when to do what. Don't give up.

Your first objective is to link up with the 82nd Airborne at Nijmegen. You have only two minutes to complete this objective, but this is plenty of time. First, construct supply depots at the dumps at [● 1] and just to the east of Nijmegen. Use Blitz Ruses in both the Nijmegen and Grave sectors to speed up your trucks. Build an antitank base at [● 1] and send a couple of paratrooper units to Nijmegen. After ordering those units, get a couple of recon planes up in the air to the east and west of Nijmegen.



Spread out your paratroopers and antitank guns to engage enemy units that move in to attack the British tanks.

Once you link up with the 82nd, you gain control of those paratroopers. Send them to [● 2], [● 3], [● 4], [● 5], and [● 6], and keep some at [● 7]. Deploy antitank guns to [● 3], [● 5], and [● 6]. The Blitz Ruse will help get them into position quickly. Enemy infantry will attack from the west along with a tank or two. Your paratroopers should be able to stop them without any problems. If they get through, you still have troops in Nijmegen.

You have a new ruse at your disposal—Reverted Intel. Use this in the Nijmegen sector to help protect the British tanks, which will start rolling from Grave, through Nijmegen, and then across the bridge to [● 2]. You just have to get them across the bridge to count for the primary objective. The tanks are not under your control. They will roll along at regular intervals until the mission is complete.

NOTE Reverted Intel is a great ruse for this mission. You should keep it running constantly in the Nijmegen sector. This ruse switches the chips the enemy sees. Your infantry units will appear as large chips,

representing tanks, while your tanks will appear as small infantry chips. Without this ruse, you will have a hard time getting all of the tanks safely across the bridge.



Position paratroopers and an antitank gun in the town and woods to prevent Germans from getting to Nijmegen from the west.

As soon as you can, upgrade your fighter-bombers to Typhoons for some more firepower, and then start producing them. You will need at least four—the more the better. While waiting on this, build some Bofors antiaircraft guns and send a gun each to [● 3], [● 5], and [● 8]. Also send some paratroopers and an antitank gun to [● 9] and build a supply depot at [● 10]. Build a couple machine-gun positions to the west of this depot to help protect it.

The Germans have an armor base at [● 2]. However, it can be tough to capture. As soon as you get a fighter-bomber, send it to destroy the machine-gun nests at [● 11] and [● 12]. Then when you have four of these planes, send all four after each of the two Tiger tanks near those positions, one at a time. If you don't take out those defenses, your paratroopers won't have a chance. Once the Tigers are gone, drop four or five paratroopers right next to the armor base. Capture it and all the other nearby bases even though they are not objectives. Without bases here, the Germans can't deploy any more units from the west.



Don't send in paratroopers to take the armor base until you have destroyed the machine-gun nests and the Tiger tanks in the west.

TIP The German barracks in the west is an important base to either capture or destroy. Wipe it out and the enemy can't deploy recon units or infantry.

Don't focus all your attention to the west. The Germans will send tanks and artillery units from the west. Your paratroopers and antitank guns along the eastern front can take care of most of these enemies. However, you will need to send in some fighter-bombers at times to take out artillery or large groups of tanks. When enemy artillery stops just out of range of your paratroopers, send them out from the town or forests to take it out. Then get them back into hiding. If you are losing some of your troops, drop in more paratroopers to replace your losses. You also have a barracks near Grave. If you want to use infantry from there, upgrade it to Guards first. These troops are a lot cheaper than paratroopers but take longer to reach their destination.



Tanks and artillery are the main threats from the east. Keep them away from the British tanks.

The Germans will also send lots of bombers to take out the tanks. If the antiaircraft guns you already deployed are not doing the job, then set up more near [● 5] or wherever the enemy bombers are getting past you. Toward the end of the battle, the enemy will drop paratroopers of their own on your positions. They often land in the forest north of Nijmegen as well as near [● 10]. Antiaircraft guns can shoot down their transports and then attack troops as they are parachuting down. Finally, watch for recon units and antitank guns moving toward [● 9] from the west. They will try to take up positions in the forest and ambush the tanks as they cross the bridge.



Watch for enemy units to the north. The Germans will try to intercept the tanks as they cross the bridge.

TIP Rather than upgrading your fighter-bombers and deploying lots of these planes, try building a prototype base south of Nijmegen and then deploying several AVRE heavy assault guns. Position them in Nijmegen and they will help defend the British tanks. You can also use them to attack the tanks and bases in the west. This tactic can be costly at first; however, it will give you some great firepower for dealing with enemy artillery and antitank guns. Be sure to keep your recon planes up in the air so they can watch for your AVREs.

Chapter 4f

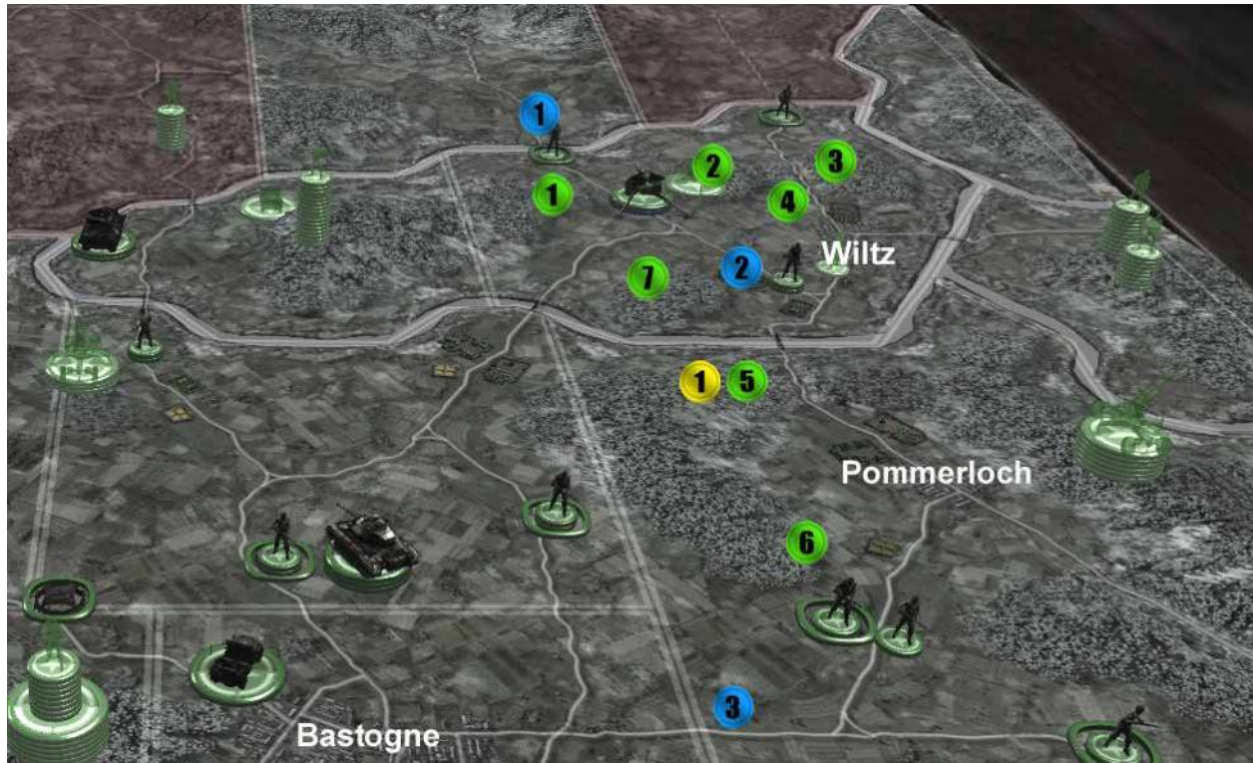
The Campaign Belgium

As the Allies began pushing the German army back into Germany, Hitler ordered his generals to counterattack. The main thrust of this attack was through the Ardennes Forest in Belgium. This was the Allies' weak spot, since it was the division between the U.S. and British forces. The Germans' objective was to push to Antwerp and divide the two Allies so they could then be defeated in turn. The German army pushed a salient into the Allied lines, which is where this fight received its name—the Battle of the Bulge. American units at the town of Bastogne were right in the path of the German advance. Rather than be swept away like neighboring units, these “battling bastards of Bastogne” held out against superior numbers and firepower until they were eventually relieved.

Wacht am Rhein

December 16-19, 1944

Having gathered hard evidence that the Germans (although said to be completely beaten) were up to something big, General Campbell came to Lieutenant General Sheridan's HQ. Convinced by his proof, Sheridan just had time to put his V Corps on alert before the Germans, led by Field Marshall von Richter, unleashed their full might. Holding the tide long enough to organize a defense of the key city of Bastogne, Sheridan finally withdrew from this position when learning about General Wetherby's unconditional surrender.



Primary Objectives

- Recon the opposite shore (50 pts)
- Research advanced antitank guns (50 pts)
- Send eight advanced antitank guns (500 pts)

Secondary Objective

- Destroy Skorzeny's commando (200 pts)

Strategy



Send your armored recon unit across the bridge to detect the beginning of the German attack.

The German attack is on, and your forces are right in the way. At the start, you only command an armored recon unit. Send it to [● 1] to detect enemy units across the river. Once you see them, you gain control of the units around Wiltz. A number of German tanks and infantry are headed your way. Quickly get all of your infantry and antitank guns into the woods, and position them at [● 1] and [● 2]. At [● 3], position infantry and a Willys jeep that you will need to deploy. Deploy a couple more antitank guns and send them to the woods with the first two. Build a machine-gun position at [● 4] to help protect your barracks and upgrade your infantry to Rangers.

TIP Take care of your armored recon unit. You have one at the start and can't deploy any more. Not only does it detect enemy units for you, but it is also great for engaging enemy infantry. If German troops get past your line, send this vehicle to hunt them down.



Set up your defenses in the forests with some defensive structures along the roads.

The Germans will send attacks across the river at the two bridges in front of your position. You may want to build an antitank bunker along the road on the left side of your line to help deal with tanks. A new objective is given to you. However, don't rush to research new 76 mm antitank guns right away. The research is expensive, and you need to get your defenses set up. The Germans are infiltrating commandos behind the Allied lines. However, you want to get your troops into position early. Send four or five Rangers down to [● 5] to secure the road through the forest, send two to [● 6] to guard the supply depot, and keep three at [● 7] as a contingency. Make sure all are in the forests; use the Blitz Ruse to get them in place quickly.



Send Rangers to protect your supply depot and the road the supply trucks use to travel to your HQ.

TIP The Germans may try sending infantry through Wiltz to get to your antitank base. Keep a couple infantry units there to ambush them if they try this tactic. Also, if any of your structures are captured, quickly capture them back. You can't afford to lose them.

The German commandos will come from the left side of your lines. They will try to move through the forests unseen near [● 1], but they will run right into your Rangers and be destroyed. Once you've wiped them all out, move your infantry to the north. Keep some in the town of Wiltz and others near your antitank base to defend it. It is now time to research the advanced antitank guns. The Germans will keep attacking from across the river, so replace your losses along the front line to keep up the resistance.



Ambush the German commandos as they are moving through the forest or crossing the bridge. Eliminate them to clear the threat to your supplies.

As soon as the research is complete, start producing the 76 mm antitank guns. Send them to [●3]. Use Blitz Ruses in the Wiltz and Pommerloch sectors to move them quickly to their destination. This will also allow you to move troops around where you need to fight off breakthroughs in your line. Eventually the Germans will bring up their artillery to hit your troops. Expect your barracks to be destroyed, so it is important to have plenty of Rangers in advance. The remainder of the mission is just holding out. The German infantry will try to capture your secondary HQ to prevent you from receiving supplies, so be careful to protect it and the antitank base. Keep those antitank guns moving, and once you have delivered eight of them, the mission will be a success.

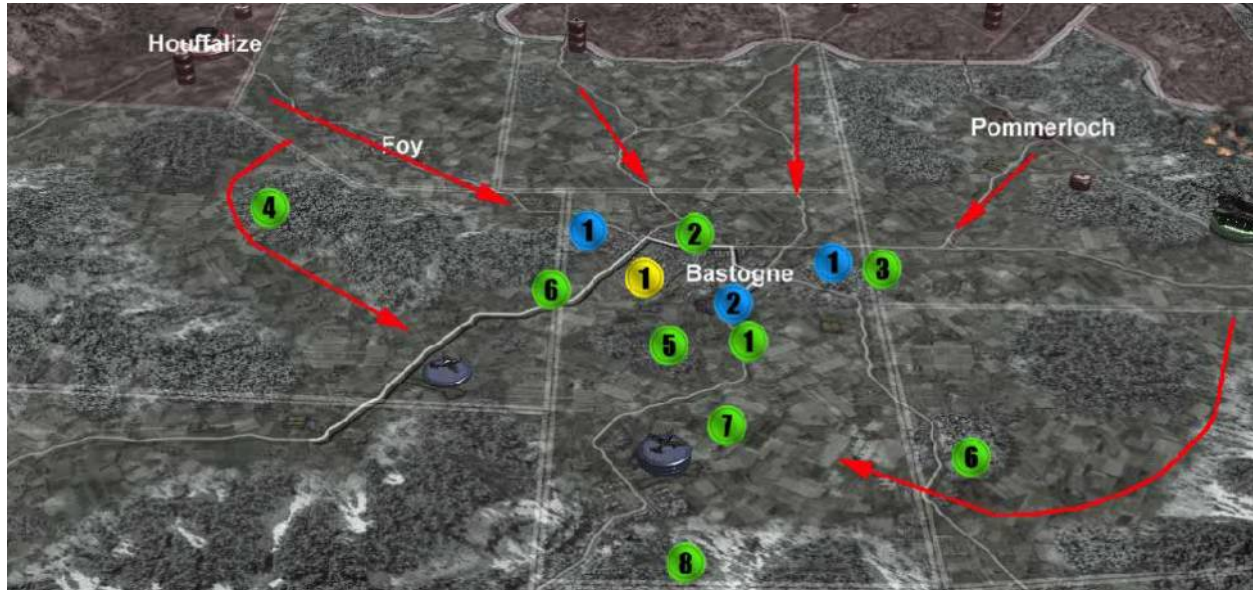


Once the Germans bring up their artillery, they will pound your troops in the forests. Continue to hold the enemy back so your last few antitank guns can be sent down to Bastogne.

The Siege of Bastogne

December 20-27, 1944

Aware of both General Patton's and Field Marshal Montgomery's attempts to relieve him, General Sheridan held tight at the strategical crossroad of Bastogne in spite of ferocious assaults and a personal request from von Richter to surrender honorably.



Primary Objectives

- Set up your defense—3 minutes (50 pts)
- Hold Bastogne for 12 minutes (1,000 pts)

Secondary Objectives

- Play Fanaticism Ruse (50 pts)

Strategy

This is another defensive mission. However, you have a large German force coming right at you. At the start, you have three minutes to get your units into position before the assault on Bastogne begins. This is plenty of time to do what you need to be ready. Begin by building a barracks as well as an artillery and antiair base at [● 1]. You will need infantry to help defend the town. While your bases are being built, move your antitank guns to [● 1] on either side of Bastogne. Also, pull back all of your infantry that are out in the open between the town and the German lines. Position them near your antitank guns to help protect them. If you leave them out in the open, they will just get killed. At the tank base, produce three Greyhound armored recon units. Send one to each of the two antitank gun groups and one to [● 4] along with a couple of infantry units.



Pull your antitank guns back into the forests on either side of Bastogne so they are hidden from the enemy and able to make surprise attacks.

NOTE You can't build an antitank base during this mission. Therefore, the six antitank guns with which you begin the mission are all you have. Protect them. Keep several infantry units and some armored recon next to them to help protect them against enemy infantry units. Also, keep them hidden in the forests so they can surprise attack enemy tanks as they come into range.

Once the bases are completed, upgrade your infantry to Rangers and send some to the antitank guns. Position at least three units in each of the town squares in Bastogne. You will also need some tanks to help deal with the enemy infantry. You have three Chaffee light tanks to begin with. Send them to [● 2]. Upgrade your light tanks at the armor base so you can produce more Chaffee tanks, and send three to [● 3]. Keep your tanks in close near the town. You want them to engage enemy infantry without being taken out by the German tanks.



This is how your defenses in front of Bastogne should look.

TIP Rather than spend the money researching Chaffee light tanks, you can produce Sherman tanks for the same price. Shermans are not as fast as the Chaffees, but they have heavier armor and can take more punishment. By not paying for the upgrade, you can use those supplies to get an extra Sherman and a Ranger unit.

Spread out your anti-aircraft guns. Position two in the town of Bastogne and the third at [● 5] in the woods. German air attacks won't come until later in the battle, but it is a good idea to get everything in place now before the action starts. Finally, produce two or three Priest artillery units and move them right into the middle of Bastogne. From there, they can engage enemy units on their own as they come into range.

During the three minutes of preparation, German units will begin capturing supply depots close to their lines and engaging your machine-gun positions outside the town. After the time is up, they will begin advancing on Bastogne. The main attacks will come along the four main roads leading into Bastogne. Expect a combination of infantry and tanks. Your anti-tank guns should be able to handle all of the tanks on their own. Focus your attention on the enemy infantry. Use your tanks to keep them away from your anti-tank guns and out of Bastogne. If necessary, move some of the infantry inside the town to reinforce the defenses in the woods or to attack infantry getting too close to the town. However, your tanks will usually be enough to do the job along with the fire support of the Priests. As you have some supplies, send some Rangers to [● 6] along with a Greyhound or Willys jeep to cover your right flank. It is also a good idea to produce a few more tanks and keep them in reserve near [● 1] so you can quickly send them where they are needed.



Keep your tanks ready to go after German infantry who get too close to the town. Just don't let them get into a firefight with the German tanks.

You have to hold Bastogne for 12 minutes. The Germans win if they can capture your HQ near [● 1], so keep them away. If you have set up a good defense, this part of the battle will be fairly easy. After 5 minutes, when there is only 7 minutes left, the weather clears and you have access to air units. You also get an influx of supplies. Deploy four fighter-bombers from the airfields as well as a couple M16 mobile anti-aircraft units. About this time, the Germans will try to come at you from your left flank. They will send tanks around the forest at [● 4]. Your infantry hiding in the forest there can destroy most if not all of them. If not, send fighter-bombers to finish them off. After the first attack, the Germans will send some King Tiger tanks. Use fighter-bombers along with your infantry to take them out as well.



The German attack on your left flank can be defeated by your Rangers hidden in the forest as well as fighter-bomber airstrikes.

TIP When possible, deploy a recon plane so you can detect enemy units at a greater distance. Look for enemy recon vehicles, and send your fighter-bombers to take them out. By destroying the enemy's recon, you seriously limit the ability of their tanks to attack at long range.

When there are only about five minutes left, the Germans will send paratroopers to attack. Make sure your M16s are positioned at [7] and [8]. They can shoot at the transport planes and the paratroopers as they are descending. The M16s are effective against infantry on the ground as well. Move your reserve tanks in to help finish off any paratroopers who remain before they can capture your airfields or other bases. Watch out for paratroopers that drop near [8] and come at you from the rear. Your anti-aircraft units will also shoot down enemy bombers that fly over the town.



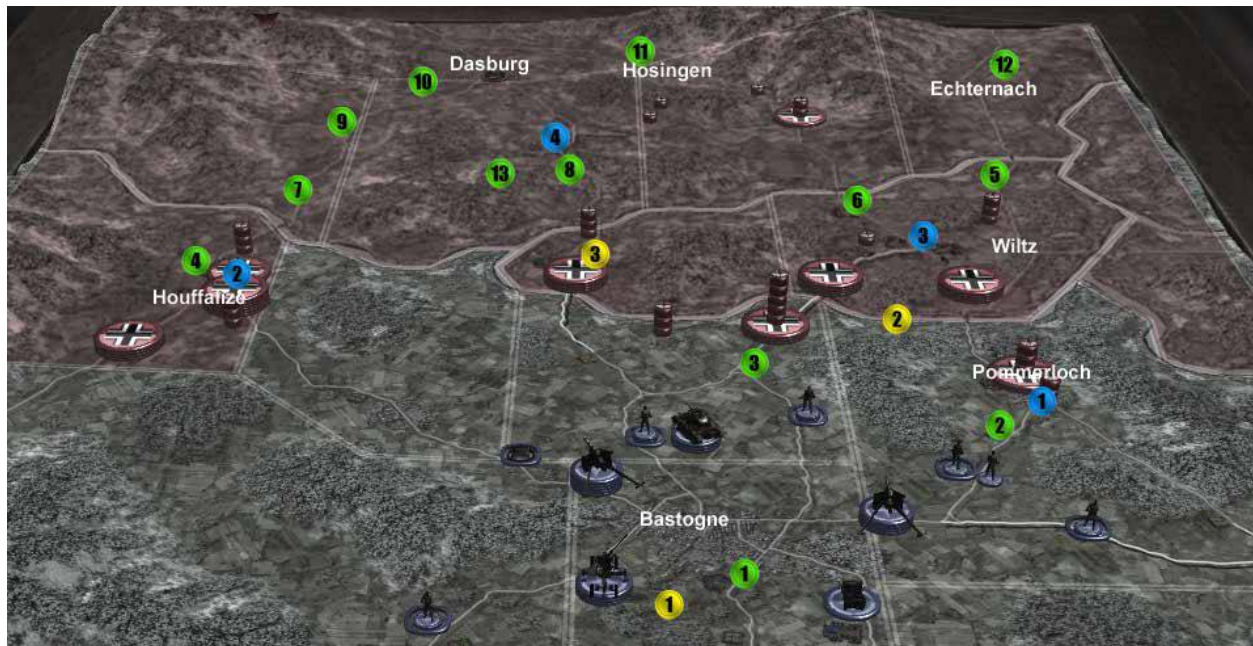
The M16 anti-aircraft units are great for attacking enemy paratroopers while they are still in the air and on the ground.

At four minutes away from the end of the battle, you can activate a new type of ruse—Fanaticism. This ruse will keep your units in their position and fighting until they are wiped out rather than retreating once they take damage. Use this ruse on the Bastogne sector to complete a secondary objective and keep your units on the line for the enemy's final push. Also, be ready for an attack from your right flank. Your units at [● 6] should see it coming, and the infantry is in position to surprise attack the enemy tanks as they drive by. Use fighter-bombers to help take out the tanks and then move in your reserve tanks to deal with the infantry. By this time, you have only a minute or two to continue holding on. Keep an eye on your left flank and the main front and you will have no problem completing your primary objective and winning the battle.

Blood 'n' Guts

January 1-7, 1945

General Patton's Third Army finally relieved Bastogne, quickly followed by Montgomery's 1st Army Group. Sheridan coordinated air support for those armies until he learned that von Richter had crossed the Siegfried Line to personally take command of the German defense. Sheridan, hoping to capture his old nemesis, took command of detachments from Patton's and Montgomery's troops to chase him down.



Primary Objectives

- Support Patton's advance (80 pts)
- Support Montgomery's advance to the river (80 pts)
- Keep escorting Patton (80 pts)
- Capture von Richter within 16:30 (250 pts)

Secondary Objectives

- Play Camouflage Ruse (50 pts)
- Destroy enemy bombers (50 pts)
- Protect the Priest artillery (250 pts)

Strategy

After defending for the past two missions, it is time to go on the offensive. At the start, you have command of a couple airfields and will be supporting both Patton and Montgomery. However, toward the end, you will be given command of some ground troops to finish the Battle of the Bulge once and for all. Your first objective is to support Patton's advance through Pommierloch. However, before you get started, build a supply depot at [● 1]. You will need a lot of supplies for this battle, and the sooner you start building supply depots, the faster they will roll in.

TIP Don't use your ruses during the first part of the mission. You really don't need them, and it is useful to have lots of ruses banked for later in the mission when you need to activate several at once.



Wipe out the enemy recon and antitank guns to support Patton on the right flank.

Send a recon plane and all your fighters and fighter-bombers to [● 1] while ordering up three more fighters and five fighter-bombers. The Germans have lots of antitank guns and infantry in the forests around Pommerloch. Order your fighter-bombers to take out the enemy recon units first, then go after the antitank guns. Use your fighters to attack the infantry. By taking out the recon first, you will severely limit the enemy antitank guns' range. Even after you have achieved this objective, use your planes to clear out all of the enemies in this area. You don't want to leave any behind. Then build supply depots at [● 2] and [● 3].

TIP As Patton's units are moving through Pommerloch, drop some paratroopers down into the forest near the enemy barracks and use them to capture this base after all the enemy tanks have been destroyed. This gives you a base for deploying infantry, which might come in handy later.



Take out those Jagdpanzers for Montgomery before they wipe out his tanks.

Montgomery is advancing up the other side of the map toward Houffalize and [● 2]. However, the Germans have some Jagdpanzers near this town. Deploy a new recon plane to this area, and send your fighter-bombers to take out those tank destroyers. Get some more fighters and send them to cover this area against enemy aircraft. Continue pounding the enemies in this area, including the machine-gun nests, until the entire town is clear of German units. Then build a supply depot at [● 4].

Patton's forces have run into more enemy tanks at [● 3] near the town of Wiltz. Move a recon plane forward over this area, and send in fighter-bombers with some fighters for protection. Start spending your supplies on fighters and fighter-bombers since you will be losing some by now. You have gained a third airfield near Pommerloch, so you can deploy as many aircraft as you can afford. However, the enemy knows the power of your air forces and is going after your airfields. Activate a new ruse—Camouflage—on the three sectors containing airfields. This ruse hides all of the bases in these sectors so the enemy bombers can't hit them, and using it completes a secondary objective.



The Camouflage Ruse will hide your three airfields from German bombers until you can shoot down all of these aircraft.

As you are bombing the German tanks near Wiltz, you get another secondary objective. Order up some more fighters and send them after the German bombers. You can also build antiair bunkers now. Build some near [● 3] and [● 4] and at [● 3] after you've destroyed the German tanks. Go after the bombers with your fighters, but be sure to keep a couple fighters next to each of your recon planes, which should be near Houffalize and Wiltz.

TIP In order to activate the Priest artillery secondary objective, you need to clear out all of the German units and bases in the Wiltz sector. There is an armor base at [● 5] that can hold up this objective. Send in paratroopers to land in the forest near the base, and then capture it. The sooner you do this, the sooner you can get control of those Priests.

Now that both Patton's and Montgomery's advances have been supported, you are given command of ground troops with a new objective of capturing von Richter. He is located at the HQ at [● 4]. However, he is well protected. The Germans have lots of antiaircraft units in the area as well as a couple of Siegfried blockhouses. You cannot just rush in to get him. You have a group of tanks at [● 6] and infantry, tank destroyers, and armored recon at [● 7]. Place some fighters over these units for protection, and move your infantry into the nearby forest to hide them.

TIP Consider building an artillery and antiaircraft base and then deploying M16 antiair units to keep near your ground forces. They will help protect your units and can move as you advance.

Before you begin your advance to get von Richter, you need to protect the Priests. Send a new recon plane with fighter escort to detect enemy tanks at [● 3]. Then send in all your fighter-bombers to wipe them out. Stop them from getting close to the Priests. After you've destroyed all of the enemy tanks, you gain control of eight Priest artillery units. Activate

a Spy Ruse in the sector containing [● 4]. There are many enemy anti-aircraft units in this area, and your recon planes will most likely be shot down. Order your Priests to bombard the anti-aircraft units and the Siegfried blockhouse at [● 8]. This will help clear out the defenses around your objective.



Capture or destroy the enemy bases on the left flank, and draw out enemy units near the HQ.

Meanwhile, begin an advance on your left flank. The Germans have some antitank guns near [● 9], along with infantry and an anti-aircraft unit. Send in your armored recon to detect these units, then send a mass of fighter-bombers to wipe out the guns. As the enemy sends assault guns and tanks to stop you, move up your tank destroyers to take them out. Move your infantry forward through the forests to help with sneak attacks. Capture the antitank base at [● 9] and then push on to capture the airfield at [● 10]. You have now cleared out enemies on your left and are in a better position to go after your final objective.

TIP The German air forces are a major threat during this mission. If you can capture or destroy their three airfields, you will gain a major advantage. After capturing the airfield at [● 10], keep pushing your forces along the map's top edge to go after the airfield at [● 11.] The third airfield at [● 12] is a bit tougher. You can use your tanks in that area to rush it. Be sure to bring some fighters and fighter-bombers to help. This airfield is protected by anti-aircraft guns and other light units. You will need infantry if you want to capture it. However, focus on destroying it with your tanks, since you really don't need another airfield that can be recaptured.



Drop in some paratroopers after you have bombarded the area around the HQ, and move in to capture von Richter.

As you have been advancing along the left, your Priests should have caused a lot of damage with their bombardments. Send in fighter-bombers to help clear out the enemies in this area. Since you need infantry to capture the HQ, drop five or more paratrooper units into the forests at [● 13]. Make sure you have some fighter cover for them so the Germans don't hit them with fighters or fighter-bombers of their own. Activate a Blitz Ruse for this sector so these troops get onto the ground faster. Then send them all rushing to the HQ to capture it. The enemy will throw what it has left at you. However, your paratroopers can move quickly, and at least one will reach the HQ to win the battle for you—von Richter is now your captive!

Chapter 4g

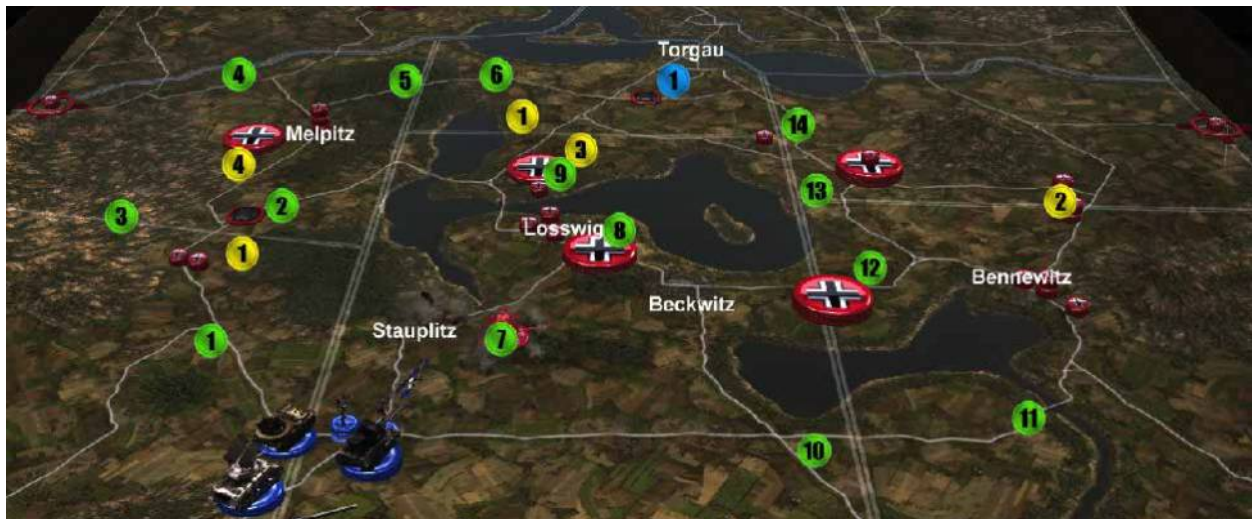
The Campaign Germany

As American and British forces pushed east into Germany, Russian forces were moving west toward them. The Elbe River was designated as the boundary where the two converging forces would meet prior to the final assault to finish off German resistance.

West Meets East

April 17-25, 1945

Due to intelligence gathered by Angie Summers, General Sheridan decided to seize the German HQ near Torgau. Realizing that the Russians had the same objective, Sheridan had to be careful to avoid a major diplomatic incident. Fighting his way through the last remnants of the once-mighty Wehrmacht, Sheridan was able to occupy the city under the Russians' noses.



Primary Objectives

- Capture the HQ before the Russians (1,000 pts)

Secondary Objectives

- Activate the Terror Ruse (50 pts)
- Destroy the eastern flak positions (500 pts)
- Down the Me 262 jet fighter (500 pts)
- Destroy the Wirbelwinds (500 pts)

Strategy

This is a tough mission. You begin with six paratrooper units, two M19 mobile anti-air units, three M36 Jackson tank destroyers, and three Calliope rocket launchers. You also have a recon plane. While the recon plane will be replaced if it is shot down, the ground units with which you begin the mission are all you have. It is especially important to protect your paratroopers since without them, you can't capture the HQ. Your objective is to capture Torgau within 15 minutes.

There are three different routes you can take to reach Torgau—up the middle or along the left or right flanks. Each route features different defenses you must get past. The center is probably the toughest route, while the right flank is a bit easier than the left flank.

NOTE There are four secondary objectives for this mission. However, since they are all scattered around the map, it is difficult to achieve all four and still capture Torgau within the time limit. Some objectives won't even appear unless you take a specific route.



Take out armored recon units and bases as you advance toward Torgau.

The key to this mission is to use each of the units for specific tasks. When faced with armored recon or tanks, use the tank destroyers. The M19s are best for enemy aircraft and for infantry. Take out structures and light units at a distance with the Calliopes. Finally, send in infantry to destroy antitank guns or surprise attack enemy units. Be careful with all of your units. If you lose all of one type, it will be difficult to complete the mission. Right at the start, order your Calliopes to take out the barracks at [1]. This clears the way if you are going left, and it keeps infantry out of your rear area if you go the other routes.

TIP It is important to destroy all of the enemy bases you can with your Calliopes. The sooner you destroy the bases, the sooner they will cease producing enemy units.

Let's look at the left flank first. Send your tank destroyers and M19s along the road. Take out the enemy armored recon with your tank destroyers and send your recon plane to scout out the area. Bombard the machine-gun nest and barracks near [● 2] with your Calliopes. Follow this by bombarding the antitank guns at [● 3]. You can also send your infantry through the forests to help take out those guns. Now send your tank destroyers to eliminate the Wirbelwinds at [● 4]. Keep your M19s close by to deal with enemy infantry. As you are advancing, watch out for enemy units coming up from behind or on your flanks. When you are in this area, you will be given a new type of ruse—Terror. Activate it in a sector to force enemy units to break and run more easily. In addition, you achieve a secondary objective when you use this ruse.



Use tank destroyers against the Wirbelwinds. They can chew up your paratroopers if you don't take them out first.

Keep pushing forward. Destroy the bases at [● 4], then clear out the antitank guns and infantry at [● 5] so you can advance through the forest to [● 6]. From this position, bombard the machine-gun nests and bases around the HQ at [● 1]. Use your tank destroyers to take out any armored resistance and clear the way for your infantry to rush in and capture the HQ. Be sure to use the Blitz Ruse to increase your movement speed. Once you've captured the HQ, the mission is complete.



Whichever route you take, be sure to clear out the bases and units near the HQ before sending your paratroopers in to capture it.

TIP Watch out for the German armored recon units. They can easily kill your infantry and wipe out your antiaircraft and Calliope units. As soon as you detect one, send your tank destroyers to destroy it.

The central route is the toughest. However, you can still get through here to capture the HQ. Start by bombarding the antitank guns at [● 7] and sending your infantry into the forest to finish them off. Use the M19s to clear out the infantry in Stauplitz while your tank destroyers cover your left flank and take out some armored recon units coming from that direction. Move your recon plane forward so you can detect the Siegfried bunker at Losswig as well as the Jagdpanzers at [● 8]. Bombard the bunker and send your paratroopers into the forest near the Jagdpanzers to take them out. As soon as the bunker is history, move in the rest of your units to clear out the infantry in Losswig. Watch out for armored recon coming from your right through Beckwitz.



The Germans have lots of defenses near Losswig that you need to clear out before crossing the river. Watch out for those Jagdpanzers!

Use the Spy Ruse in the sector across the river to detect the units at [● 9]. Bombard the antitank gun, then send in the tank destroyers to deal with the armor. Destroy the barracks near that spot as well. The enemy will send an Me 262 jet fighter to attack your recon plane as you are near the river. Move your M19s to shoot it down and complete a secondary objective. You can also use the Terror Ruse in this area to help drive the enemies away. Get all of your units across the river and bombard the machine-gun nests and bases near the HQ. Clear out enemy units and then rush your paratroopers in to capture the HQ.

The right flank route is a bit easier. There are fewer forests from which enemy infantry can ambush you, and the resistance isn't as tough. Send your forces to the right and destroy the barracks at [● 10] before continuing on to [● 11]. From this spot, bombard the barracks at [● 12] and watch out for armored recon and infantry coming at you from behind. Push across the river and clear out the infantry in Bennewitz. Bombard the barracks at [● 13] and then use the Calliopes to destroy the anti-aircraft guns at [● 2].



The right flank has a lot of open space. Engage enemies at long range with your Calliopes to clear the way. The Spy Ruse will let you see all units in this sector without risking your recon plane against those anti-aircraft guns.

Clear out enemies as you advance. You will run into several tanks near [● 14]. Lead with your tank destroyers and use the Calliopes to help take them out. As always, destroy all bases as you continue moving toward the HQ. Once you've destroyed the enemy units and machine-gun nests, send in the paratroopers to capture the HQ and end the battle.

Riding with the Devil

May 9-12, 1945

Though Germany had surrendered, some fanatics were still fighting to the end. Under Admiral Donitz's orders, those refusing to lay down arms were mutineers and liable to be crushed by armed force. Using such a "police operation" as a pretext, and with von Richter's assistance, Sheridan led former German POWs and some Allied commandos in a "false flag" operation to seize a Nazi secret weapon research center near Torgau before the Russians could.



Primary Objectives

- Capture the research center (1,500 pts)
- Destroy the Maus (500 pts)

Secondary Objectives

- Destroy all the Maus (1,000 pts)

Strategy

This is another tough mission. Since you are fighting while disguised as Germans, all of your units are German. This gives you an opportunity to use the units against which you have been previously fighting. While you have to go on the offensive to capture the research center at [● 1], you also have to defend your own base right from the start. Quickly move your armored recon unit and some infantry to [● 1] so they can intercept some tanks headed your way. Send more infantry to [● 2]. Now build two supply depots near your HQ and construct an antitank base, a barracks, and an armor base. Send two antitank guns each to [● 1] and [● 2] and another armored recon to [● 3]. German tanks and infantry will start coming toward you from both Prausitz and Piestel. During the first stage of the battle, just hold out while you build up some supplies. Deploy a couple Panther or Tiger tanks to go after infantry and to destroy the barracks at [● 4] and the machine-gun nest near Prausitz.



Set up your defenses in the forests near your base and be ready for the German assault.

During the German attacks, the enemy will send a super heavy tank called a Maus. These are tough to destroy. Pull back your tanks so they don't get wiped out, and let the Maus come into range of your antitank guns. If possible, destroy any enemy recon units in the area so the Maus will have trouble detecting your units. The Maus may appear from across the bridge near Prausitz or move down the road from Piestel. If necessary, move some antitank guns into better positions to hit the Maus—just be sure to stay in the forests so you can surprise attack it.

Since you have enough supplies, build an artillery and antiair base and send a couple antiaircraft guns each to [● 1] and [● 2]. The enemy has two airfields and likes to bomb your bases and supply depots. Send some infantry, a couple antitank guns, and a couple antiaircraft guns to [● 3]. With your defenses at these three positions, you should be able to withstand just about anything the enemy throws at you. Now you can begin to work on your offensive. Deploy some 75 mm artillery guns and a couple assault guns. Use them to attack the 88 mm antitank gun at Prausitz. You will need to

use the Spy Ruse to detect it. As you are pounding it and the infantry in the town, send in a large group of infantry to take and hold the town. Hide them in the town square. You can then build a supply depot at [● 5] and [● 6].

TIP Your recon units will probably get killed if they get close enough to detect the enemy. Therefore, use the Spy Ruse a lot to detect units for your antitank guns to fire at.



Push your way to the river and destroy any enemies who try to approach the bridges.

Create a defensive line along the river by sending an armored recon unit, some antitank guns, and infantry to [● 7], and hide them in the forest. Move your artillery and assault guns forward to help support these units. Bombard the German units in Triestewitz; once clear, send some more infantry and an armored recon unit to clear out the forest at [● 8].

Now that you have pushed upon the left and are in a defensible position there, it is time to advance up the right side. Use your artillery or assault guns to bombard the 88 mm gun at [● 9], which commands the road toward Piestel. Meanwhile, send six infantry units through the hills along with an armored recon unit to [● 10]. Capture the barracks there and then the airfield. This will cut down on the infantry on your right flank and give you an airfield from which you can deploy air units.



Send infantry around on the right flank to capture the barracks and the airfield.

TIP If you want to use air units, you must capture the airfield rather than destroy it. Once it's captured, you can then build your own airfield—even if the captured one is destroyed or reclaimed by the enemy. Recon planes can be very useful in detecting enemy units for your artillery.

Now that the right flank is clear, you should have a line that stretches from the river near Prausitz through the forest to the area near [● 9]. Move up all of your units to this line except for a few anti-air guns near your bases. Bring up some more anti-air guns to position in the forest since the Germans will continue to send bombers to hit your base. While you have already destroyed at least one Maus, there are a total of four. They are usually near the two [● 1] locations. As before, hide anti-tank guns in the forests and use them to take out the Maus. Bombard the bases near [● 11] or capture them for your own use.



Move your forces into the forests near the large enemy facility so your antitank guns can destroy the remaining enemy armor.

Continue your advance by dividing your units into two main groups. Each will need recon, antitank, infantry, and anti-air. Send the group with the most infantry and the tanks to [● 13] while the other group goes to [● 12]. From these positions, clear out as many of the remaining enemies as possible. Use tanks to destroy the infantry near the research center, then rush your infantry in to capture it and complete the mission.



Use the Blitz Ruse to get your infantry to the research center quickly, since the nearby Wirbelwind can be difficult to destroy.

TIP You can upgrade your 75 mm artillery to 150 mm artillery. While this is expensive to research, and the heavier artillery is more expensive to deploy, the 150 mm artillery has an incredibly long range. If you decide to go for the big guns, a good tactic is using them to bombard enemy bases at long range. Take out supply depots as well.

Secret Weapons

May 13-15, 1945

While Sheridan defended the research center from waves of Russian troops, Summers led some engineers to rig the Germans' secret weapons with explosives in order to prevent the Russians from capturing them. However, news came that some prototypes had been already sent to Thuringen, a Russian-occupied German state. Just before leaving the battlefield, Campbell spotted Kate Garner among the Russian command staff, thus uncovering Prometheus's identity.



Primary Objectives

- Set up your defense (100 pts)
- Hold the research center for 13 minutes (1,000 pts)

Secondary Objectives

- Clear the way for the Flammpanzers (250 pts)
- Play Decoy Building Ruse (50 pts)
- Clear the way for the Panzerjagers (250 pts)

Strategy

This is another mission where you are in command of German units. Now that you have captured the research center, you must defend it against Soviet attacks until the engineers have finished wiring the explosives that will blow up the facility. The entire Third Guards Army is coming your way. With less than three minutes to set up your defenses, it is important to not waste any time. Start off by building supply depots at the three supply dumps near your bases.



Keep your recon units in the middle of this forest so they can detect Soviet units advancing down the roads on both sides.

TIP Activate the Blitz Ruse to speed up the trucks headed out to build the supply depots. This will also allow the supply trucks to return to your HQ more quickly.

You can't build any new types of bases during this mission. Therefore, you are stuck with only an airfield and a prototype base. Luckily the prototype base offers a recon unit, a tank, an anti-aircraft unit, and a rocket launcher. The downside is that you can't produce infantry—only paratroopers if you research them—or anti-tank guns. Both would help out for this mission. Build a Maus heavy tank and send it to [● 1]. Deploy an armored recon to [● 1], along with a recon plane and a fighter. Position a Wirbelwind at [● 2]. Also, get as many fighter-bombers as you can afford. These will be your flying artillery, allowing you to hit enemy targets anywhere on the battlefield. Eventually, build a Siegfried bunker at [● 3] and position a second Maus there as well.

As soon as you get your fighter-bombers, send them to take out anti-tank guns near [● 4]. Also attack any Soviet recon units as soon as you detect them. By taking out their recon, Soviet tanks are blind and can only fire at units within their much shorter detection range. The Soviets will send fighters to try and shoot down your recon plane. Keep one of your jet fighters nearby to help protect it. In addition, your Wirbelwind will automatically engage enemy planes that come into range. Deploy a second Wirbelwind to [● 5].

TIP The Wirbelwind is not only great for shooting down planes, but it is also a great infantry killer. Position your Wirbelwinds so they can engage enemy infantry headed toward the research center.



Use a fighter-bomber to take out the bunker so you can get some additional antitank firepower.

Von Richter is sending some German units to help you. A group of Panzerjagers is headed your way. However, a Soviet bunker at [● 3] blocks their way. Send a fighter-bomber to take out the bunker. Once the Panzerjagers reach your base, you will gain control of them. About this time, the Soviets will begin sending units to attack from your right flank. Deploy a recon plane and an armored recon unit to [● 6]. Then send the Panzerjagers to [● 7] as soon as you can. Take out the enemy recon units in this group with your fighter-bombers. The Soviets will send mostly light tanks along this route, so your Panzerjagers should be able to handle them.

TIP Right at the start of the battle, as soon as you have a fighter-bomber ready, send it to bomb the bunker so you don't have to worry about taking it out later. When the Panzerjagers show up, you will need your fighter-bombers to attack enemy tanks and other units headed toward your base.



Place a decoy base at this location so the enemy will focus on capturing or destroying it instead of your real bases.

During the battle, you don't need to use too many ruses. Hold several in reserve in case you lose your recon and need to Spy on the enemy. About halfway through the battle, you will gain a new ruse that allows you to deploy a decoy building. Pick one base from the four choices and place it in the sector at [● 2]. This will help divert enemy units and firepower away from your real base.

NOTE The units von Richter sends you are actually Italian units that the Germans brought up from the Italian front. The Panzerjagers are Breda 90/53s while the Flammpanzers are Lanciafiammes.



Eliminate the Soviet paratroops so you can get control of some flamethrower tanks.

When there are about eight minutes left in the battle, send a new Wirbelwind and a jet fighter to [● 8]. Von Richter has some Flammpanzers at Kotten, [● 1], and the Soviets will try to block them with paratroopers. If you get your units there early enough, you can shoot down the transport planes and attack the enemy paratroopers while they are descending. Those that make it to the ground will be easy targets for the Wirbelwind. Once you have gained control of the flaming throwing tanks, send them to [● 3] and reposition the Wirbelwind to [● 7]. The Flammpanzers will come in real handy for defending your base against infantry.

Keep an eye on the Soviet units near [● 9]. There is an anti-air unit there initially. If you get a lull in the battle, send three fighter-bombers to take it out so you don't have to worry about it later. Use a Spy Ruse to detect it so you can bomb it. The Soviets will move some artillery to this spot when there are about four minutes left. The artillery will bombard your supply depots and bases. As it moves into position, send fighter-bombers to destroy the artillery before it causes a lot of damage to your structures. The enemy will send more artillery to [● 10]. Use fighter-bombers again to eliminate these long-range threats.



If you have positioned your ground units effectively, they will do all the work defending your base so you can focus on sending fighter-bombers to attack.

During the last few minutes of the battle, the Soviets will try to blitz through your lines at [● 5] with lots of infantry. Make sure you have a couple Wirbelwinds and the flamethrower tanks to deal with them. Continue to make air strikes against the tanks with your fighter-bombers, and you will be able to hold out to the end.

TIP Consider building a second airfield. Fighter-bombers are very useful during this battle. With your Wirbelwinds and fighters to protect them from Soviet fighters, you won't lose many of your planes. As you can afford them, keep adding fighter-bombers to your arsenal and then sending them to attack. Recon units and tanks are your main priority. However, take out those antitank guns as well.

Into the Bear's Jaws...

June 7-8, 1945

Aware that Kate had recovered the remaining prototypes, Sheridan conceived a daring plan to airlift a strong all-arms battlegroup behind enemy lines. Taking Kate and her renegade Soviet allies completely by surprise, he was able to prevent them from gathering enough fuel to fire their nuclear rockets on Germany. In the process, he mauled Kate's rogue troops of the Soviet 8th Guards Army.



Primary Objective

- Capture enemy HQ before supplies reach 2,000 (3,000 pts)

Secondary Objectives

- Capture the abandoned base camp (250 pts)
- Capture the infantry base camp (500 pts)
- Capture the armor base camp (250 pts)

Strategy

This is a large battle on a large battlefield. Before it even begins, you have to make a decision—which nationality of troops you will lead. You can choose from the American 1st Army, the British 21st Army, the French 1st Army, or the German Transition Army. Each nationality has its own unique units and its own strengths and weaknesses. Since you are already familiar with the American and German units, these two are a bit easier to command. No matter which nationality you select, the strategies and tactics for this battle remain the same. You begin with two bases that are separated from each other. Base Alamo has an airfield, a barracks, and an HQ. Base Thermopylae has an HQ, an airfield, and an armor base.



Move infantry from Alamo into the nearby forests to intercept the Soviet supply trucks and ambush enemy tanks that try to attack your base.

Your objective is to capture the Soviet HQ at [● 1] before the Soviets collect 2,000 supplies here. This HQ is heavily defended and will not be easy to reach. You begin with two small bases that will come under attack. Therefore, your first priority is to build up your defenses. While doing this, you can also cut into the enemy's supplies by destroying supply trucks traveling through your area. Start off by activating the Camouflage Ruse in both of the sectors where your bases are located. This will prevent the enemy from seeing the structures in these areas. At Alamo, upgrade your infantry and then send a recon unit to [● 1], along with five infantry. As you can, send the same to [● 2] and [● 3]. Keep your troops in the forest at [● 1] so they can surprise attack enemy supply trucks and tanks. Capture the nearby supply depot so you not only deny the supplies to the Soviets, but also gain more for yourself. The enemy may send lots of tanks from the 11th Tank Corps, so send more infantry into the woods to reinforce losses and use fighter-bombers to take out any recon units so their tanks are blind to your ambushes.

TIP You can't build any new structures until you capture one from the Soviets. The enemy has no airfields on the map. Instead, all their aircraft come from off-map. Therefore, it is vital that you protect your airfields. Once one is destroyed, it can't be rebuilt.

At Thermopylae, build a machine-gun position and deploy a few tanks. Build a supply depot at [● 4] and start producing a couple recon aircraft and fighter-bombers. Upgrade your fighter and produce a couple of these as well. Keep a recon plane over Thermopylae, and use your tanks to defend the base from attacks along the road. However, the main threat to your base is Soviet artillery. It may begin bombarding you from either [● 5] or [● 2]. Once this begins, activate a Spy Ruse in that sector and send your fighter-bombers to take it out.

Now that you have your defenses in place, it is time to go on the offensive. The easiest place to capture some bases is at Rosssdorf. It is lightly defended. Activate a Spy Ruse over it if you have not done so already, and then send fighter-bombers to take out anti-aircraft units. Drop six paratroopers into the forest at [● 5]. Once on the ground, quickly capture the HQ, the artillery and anti-air base, and the prototype base. You can now produce units here, and you can build these bases where you need them. Deploy some anti-air units from Rosssdorf and position your paratroopers in the town and in the forests so it won't be easy for the enemy to retake the area.

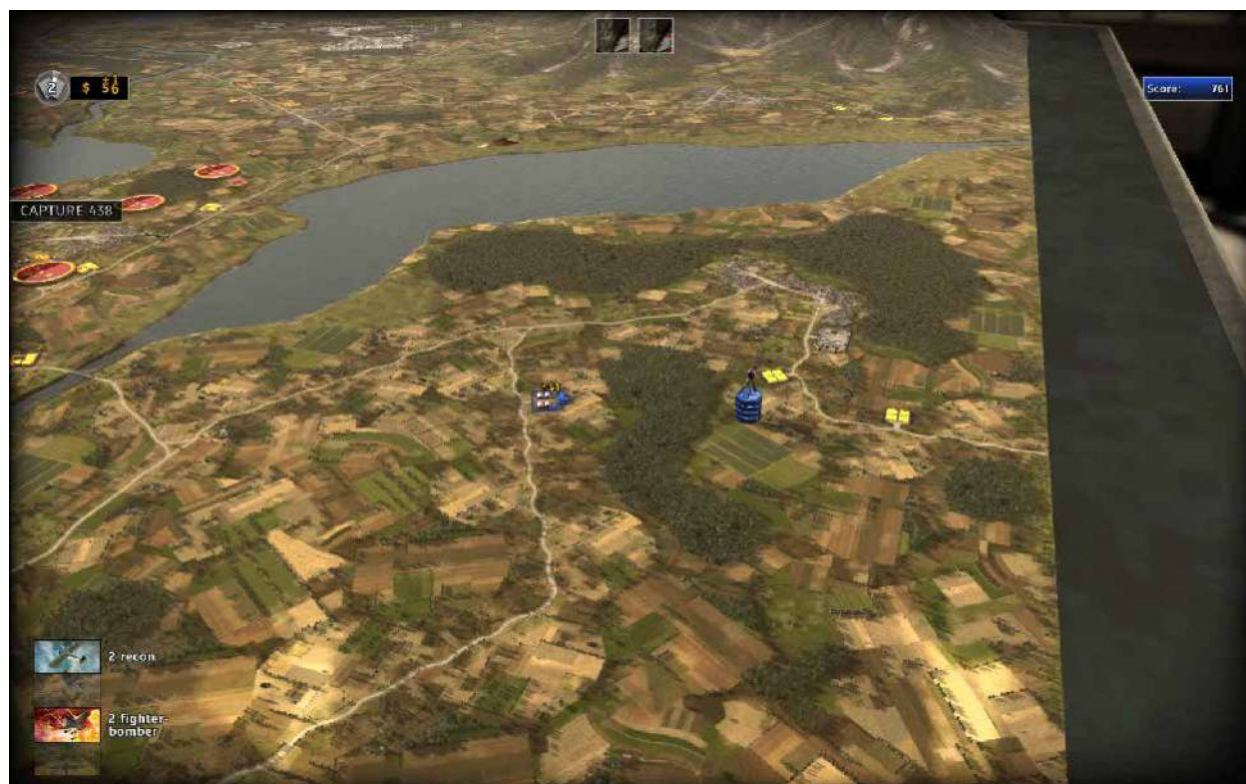
TIP If you can afford it, build a prototype base and an artillery and anti-air base at Base Alamo. That way, you don't have to worry about defending these bases at Rosssdorf if the enemy tries to retake them.



The sooner you capture the armor base, the sooner you can stop the columns of tanks headed toward Alamo and your infantry.

The tank base at [● 3] is your next objective. By taking the base of the 11th Tank Corps, you will secure the left flank of Base Alamo. Send a recon plane to scout out this area, and take out any recon units or anti-air units in the area with your fighter-bombers. Now send in four or five paratrooper units to each of the following—[● 6], [● 7], and [● 8]. From the town and forests, ambush nearby tanks and then capture all of the bases. Use fighter-bombers to help clear out the tanks. Be sure to capture the three supply depots here to really add to your supplies. By capturing the anti-tank base, you can now produce anti-tank guns. Build a new anti-tank base at Alamo and then send upgraded anti-tank guns to [● 2] and [● 3] to help defend the bridges enemy tanks use to reach Alamo.

TIP Consider deploying some artillery and anti-air units near Alamo. Not only will this help defend your bases from air attacks, but you can also begin bombarding the units near the HQ at [● 1]. Consider targeting the enemy bases in this area if your artillery has the range.



This base camp appears abandoned. However, enemy infantry are waiting to attack after you capture the structures. Hold on to this base to score lots of supplies and deny them to the enemy.

By capturing the supply depots, you have seriously hurt the Soviets' ability to gain supplies. However, there are three more depots near [● 1]. Take those and the enemy will be cut off from most of their supply sources. This area has no enemy units—for now. However, send ten paratrooper units to land in the forest near the HQ. Quickly capture the HQ and the barracks. As soon as you do this, Soviet infantry will appear in the nearby forest and try to take back these structures. Use your paratroopers to fight them off, and bring in fighter-bombers if necessary. Once they are defeated, capture the three supply depots and build some defensive structures. These vary, depending on your nationality; however, make sure you have some machine-gun positions, antitank defenses, and anti-air defenses.

TIP Build some bases by [● 1] in order to deploy units in this area that will defend the supply depots and HQ. There is no other way to get ground units to this area, since the only roads to it pass right through the main Soviet base.



The infantry base camp can be assaulted by ground units. However, if you want to take it earlier, drop in lots of paratroopers with fighter-bomber support and capture all of the bases.

The final secondary objective at [● 2] is your next target. Build up a force with some tanks, infantry, antiair units, and even artillery and send it along the road from Rossdorf to [● 9]. Use a Spy Ruse or recon aircraft to scout out the area. Use fighter-bombers and artillery to take out the antitank guns in the forests as well as any antiair units. Then move in your tanks and infantry to clear out the enemy defenders, and capture all of the bases of the 28th Guards Rifle Corps. Set up a few defenses near Barchfeld so that the Soviets can't take it back. Send some tanks and infantry to [● 10] to clear the road along the way, and then build supply depots at the three dumps there. You can even build a secondary HQ near the depots so the supply trucks don't have to travel as far.

NOTE While you might be tempted to send troops to capture the enemy bases near Ruhla, don't bother. They are decoys, and infantry trying to capture them can be destroyed by booby traps.



The final assault on the main Soviet base has begun.

Now that all secondary objectives have been completed, it is time to assault the main Soviet base at [● 1]. Send recon units right up to the river near [● 2] and [● 3] to detect the anti-aircraft guns in the forests across the river. Use artillery or assault guns to bombard these units and any others in this area. Use the Spy Ruse to detect all of the anti-air units in the base area, and then send several fighter-bombers after each one or bombard them with artillery. Activate a Fake Air Assault Ruse over the enemy base to distract the enemy anti-air units so your real fighter-bombers can get in safely. Advance infantry and recon units into the forests you just cleared to get a better view of the enemy. For the final push, send in groups of tanks from both Alamo and Thermopylae to hit the Soviets from two sides. By this time, you will have tons of supplies and the enemy will have little or none. Keep pounding the enemy to clear the way to the HQ so that you can Blitz some infantry in to capture it and complete the mission.

The Grand Finale!

June 9, 1945



Primary Objectives

- Strengthen your defenses (500 pts)
- Hold the base until the Long Tom arrives (500 pts)
- Nuke Kate's HQ (1,000 pts)
- Protect the Long Tom (1,000 pts)

Secondary Objective

- Hold the second front line (500 pts)

Strategy

This is another defensive mission. As before, you get to choose an army to command. This time you are limited to the American 1st Army or the German Transition Army. While both are good, if you pick the Germans, you can actually avoid a lot of problems by quick action right at the start. The entire Soviet force is based at Wutha-Farnroda and will send massive attacks against your base. Get ready for some action. You begin with some captured Soviet units. However, you are going to need a lot more than that to survive.



Rush your Wirbelwinds to Rossa right at the start so they can shoot down the Soviet transport planes before they can drop their paratroopers.

You have less than three minutes to get your defenses together. If you pick the Germans, immediately select the prototype factory and send three Wirbelwinds toward [● 1]. Activate the Blitz Ruse in both your base sector and the Rossa sector. Build a barracks and send six infantry to that location as well. The Soviets are sending a large wave of paratroopers to drop on Rossa and capture the bases there. They can use them to attack your left flank. If you get your Wirbelwinds there first, they can shoot down the transports or the paratroopers as they are descending. Shortly after this first wave, the Soviets will send a second wave of transports past Rossa, which will then turn toward Christes. If your Wirbelwinds are in position at [● 1], they can shoot down those planes as well. However, it is a good idea to send a couple Wirbelwinds and some infantry to [● 2] just in case. Your infantry and the Wirbelwinds can retake the bases at Rossa if you are a little late. However, the bases at Christes can be tougher to retake and can put enemies in your rear, so try to keep those paratroopers from landing. Once you have defeated these two waves of paratroopers, leave a single Wirbelwind at each base and bring the rest up to [● 1].

TIP The Soviets never seem to run out of planes. Therefore, antiair units will be your best friend. Position several of these units at the front and along the lake by your base to shoot down enemy aircraft flying in to attack.



In addition to tanks and antitank guns at the front, keep some antiaircraft units by the lake and near your bases to shoot down Soviet planes that sneak in to attack.

While sending Wirbelwinds out, you also need to work on your defenses along the main front. Build supply depots at the dumps near Schmalkalden and send some recon units to the forest at [● 1]. Build an antitank base and send some antitank guns up to the forest as well. Position anti-air units near the front and at [● 3]. The enemy will send lots of bombers, paratroopers, and fighters over your lines. As you can afford it, build an airfield and get a recon plane and some fighter-bombers. Also, build another supply depot near Rossa. You are going to need all the supplies you can get. Finally, as the Germans, build some Maus heavy tanks and send them to the front as well.

TIP You may be tempted to send some of your units out past [● 1] to the town of Ruhla and the nearby forest. Don't do this, since Ruhla is out in the open and can be attacked from several different sides. The front at [● 1] is between two bodies of water and forces the enemy to funnel right into your defenses.

Once the first timer runs out, the main attacks will come at your lines at [● 1]. You must defend the HQ at [● 2] for 17 minutes. If you were able to stop the paratroopers from taking the bases at Rossa and Christes, this will be a lot easier. Otherwise, you need to send some Wirbelwinds, infantry, and tanks to retake or destroy those bases. You can't afford to be fighting a battle on two or three different fronts. The Soviets will send lots of tanks and infantry to try to get through your line at [● 1]. Use the Spy Ruse in the Ruhla sector to detect enemy units. Send your fighter-bombers to take out their recon units first. If you can do that, your tanks and antitank guns can handle the rest. As you can afford it, send more antitank guns and tanks to the front. Also build some antiaircraft guns to set up across the front after you build an artillery and anti-air base. Your defenses should be pretty self-sufficient. Focus on sending fighter-bombers to take out enemies and replacing losses and you will do fine.



Deploy lots of antitank guns and tank destroyers at the second front to fight off all the tanks. Use infantry and defensive positions to deal with enemy infantry, and call in fighter-bomber air strikes to help out.

When there are about six minutes left on the timer, the Soviets will begin attacking on a second front. You must now defend the bases at [● 1]. This is an important position to hold and will help with achieving other primary objectives later on. You get control of some antitank guns, tanks, and tank destroyers as well as some infantry. However, there is a large enemy force of tanks and infantry headed down the road toward you from [● 4]. Build some defensive structures and an antitank base, then deploy some more antitank guns into the forest. You will need some infantry in Bad Salzungen and recon units to help spot for your guns. Send fighter-bombers to take out the Soviet recon units to blind them and then strike the tanks.

TIP If you can afford it, build a second airfield behind the HQ on the second front and produce more fighter-bombers. This will give them a close base so they can get into the battle faster and return to base to rearm. Also, position some Wirbelwinds or other anti-air units near [● 5] before the timer reaches two minutes. The Soviets will try sending more transports of paratroopers into your rear area.



Advance into the forest surrounding the road to drive the enemy away from the second front area. This forest will hide infantry and antitank guns, allowing them to surprise attack enemy units driving down the road. Be sure to eliminate the Soviet recon units in the area so they can't detect your ambushes.

As the attacks against the second front begin to slow down, rush infantry and antitank guns into the forests at [● 4] to ambush later attacks. Also try to keep a recon plane flying overhead in this area for early detection. Be sure to have some anti-air units nearby to defend it from Soviet fighters. Remember to also watch your main front during these attacks. If you focus on only one front, you may lose the other. Continue to replace losses in both areas and don't think you just have to last until the timer runs out. There are still some additional objectives that you must achieve before the battle is over.

When the timer runs out, you will gain control of a nuclear-armed Long Tom artillery gun. It is dropped off at [● 4]. You must use it to destroy the Soviet HQ at [● 3]. The Long Tom does not have the range to fire clear across the battlefield, so you will have to protect it until you can get it in range to fire. This is why defending the second front is so important. Your main HQ is too far away from the enemy HQ. However, if you can get the Long Tom to [● 6], you can end the battle and the war.

TIP To ensure that the Long Tom fires at the enemy HQ as soon as possible, order it to attack the HQ once you get to Rossdorf. It will automatically move along the roads to reach a firing position and then fire. All you have to worry about is protecting it while it is moving.

Along with the Long Tom, you now have several different units to help protect it. Send your escort units ahead along the road leading through Rossdorf and on to Bad Salzungen. The Soviets will have tried to drop paratroopers along this way to ambush you. Send a recon plane to scout out this area. In addition, send recon units from the bases at [● 4] and [● 2] to patrol the roads. Even if they get killed, you will have found the enemies. Activate Blitz Ruses in each of the sectors along the way as you move the Long Tom and its escorts along the road to [● 6].



The Long Tom is dropped off on the opposite side of the battlefield from its target. Escort it to a firing position that is in range of the Soviet HQ.

As the Long Tom is moving, it is important to continue holding the second front. Try to push the enemy back through the woods along the road near [● 4] so that the second front is clear when the Long Tom arrives. Once the nuclear artillery is in position, fire on the enemy HQ at [● 3] and the battle will be won.

NOTE If the second front falls, enemy tanks and other units will pour through this area and down the road toward [● 4]. You will then have to send the Long Tom and its escorts along the roads to Schmalkalden and from there around the lake to Fambach. Once you get to Fambach, the artillery will be in range to take out the Soviet HQ. When going this route, don't order the Long Tom to fire from outside of range or it may move right past your main line and into enemy fire rather than going around the lake.

Chapter 5a

The Operations 1 vs. 1

The Operations are individual battles that give you the opportunity to fight as different nationalities. These battles are quite challenging. You will usually have a single primary objective and lots of secondary objectives. The more secondary objectives you complete, the higher your score. These first three operations pit you against one enemy.

Anzio

January 1944, Italy

The Allies are not making any progress in frontal assaults on the German Gustav defensive lines. They decide to try another strategy and land an amphibious force at Anzio, behind the Axis troops.

Intelligence Report

Sir, your 3rd U.S. Infantry Division will lead the assault with a tank battalion in support. But neither the artillery nor the air force will be able to back you up. Intel says that the “Ariete” Italian armored division is in the vicinity, ready to throw us back into the sea. Be prepared to repel an armored assault with artillery support soon after your landing. High Command is also reinforcing your command with 3 antitank guns and 23 Wolverine tank destroyers: There shouldn’t be too much of them....

Victory Condition: Win a minor victory or better.



Primary Objective

- Defeat Legione “Tagliamento” (1,000 pts)

Secondary Objectives

- Kill all enemy units in 15 minutes (800 pts)
- Lose less than 20 units (500 pts)
- Preserve all of your antitank guns and tank destroyers (250 pts)
- Capture enemy HQ (250 pts)
- Destroy 10 tanks (200 pts)
- Destroy 20 tanks (300 pts)
- Don't lose any buildings (150 pts)
- Kill 10 infantry units (100 pts)
- Kill 20 infantry units (150 pts)
- Kill 3 OBICE or more (100 pts)

Strategy

This operation can be tough. You are limited to the types of units and structures you can deploy. Machine-gun positions are the only defensive structures, and you can deploy only Willys Jeeps, Stuart light tanks, Sherman medium tanks, and

GI infantry units. The only antitank units you get are the six with which you begin the battle. The Italians have the advantage since they have access to lots of supply dumps and can really pour out units. Your main objective is to destroy the enemy HQ at [● 1]. There are also several secondary objectives that can earn you more points if you can achieve them.

You have only 20 minutes to complete your primary objective.



The Italians drive right down the middle of the battlefield and are hit from the sides by your units.

Since you are limited by the types of units you can deploy and by the number, it is important to gain any advantage you can. Keep your infantry in forests or towns as much as possible. The forests are actually better since their field of fire is not restricted and the enemy does not move through towns much. Your tanks are good against infantry, but not great against tanks. Therefore, use your infantry to ambush enemy tanks while your tanks deal with the Italian infantry.



Infantry capture the supply enemy supply depots to lure the enemy to the left flank.

The sooner you can capture or destroy the enemy HQ, the easier it will be. The longer the battle lasts, the more units the Italians can deploy. Right at the start, build an armor base and barracks at [● 1] and build supply depots at [● 2], [● 3], and [● 4]. Since the Italians will usually send their force down the middle toward your base, get some recon units and infantry to the forests. Send lots of infantry to [● 5] and a few each to [● 6] and [● 7]. These last two positions are basically to cover areas where the enemy may try to flank you. Position your antitank guns at [● 5], where they have lots of infantry protection. Put your Wolverines at [● 8] so they can take on the enemy tanks at long range. Send some Sherman tanks to help protect the Wolverines.

TIP **Activate the Terror Ruse on the enemy when they are coming at you in large groups. This will make it easier to break the units and send them in retreat so they can't concentrate their fire on you.**



Tanks rush across the top of the battlefield to go after the HQ and bases, which are virtually undefended.

The Italian units will almost always go after your units rather than your bases. Therefore, the best defense is to keep your units forward. Once you have your defenses in place, deploy about ten infantry units, a recon, and five Shermans, and send them along the outer road to [● 9]. Use the Radio Silence Ruse to keep the enemy from detecting them. Once they are in position, send them toward [● 10]. Keep your infantry in the woods and destroy the supply depots with your tanks—or capture them with your infantry. Meanwhile, as soon as these units leave your base, send a recon, five Shermans, and five Stuarts along the other outer road to [● 11]. Also, move some infantry to [● 12] from [● 6] to threaten the nearby enemy base. The attacks on the left and center are diversions to lure enemies to those areas. Once all your tanks are at [● 11], send them rushing along the road to the enemy HQ at [● 1]. The Stuarts move faster and will get there first to cause some damage. The heavier Shermans will then arrive as the Stuarts are under attack from enemies. As these attacks are taking place, send more infantry and tanks toward [● 12] in case your attack fails so you have more units up close to continue the attack.



Take out the enemy artillery as quickly as possible with your tanks.

The Italian OBICE artillery is a continuous threat during the battle. As soon as you detect it, especially if it is off by itself, send some Stuart tanks to take it out. They can move in quick to do the job. However, if you have other units nearby, take the opportunity to silence those guns.

Seelowe

July 1940, Kent County, England

With France defeated, the Wehrmacht attempts a landing in England to finish off its last enemy. This operation is code-named Seelowe. Despite the fierce resistance of the RAF (Royal Air Force) and Royal Navy, the German troops gain a foothold in Kent County and start advancing on London....

Intelligence Report

Herr General, our German 17th Infanterie Division is spearheading the offensive: It is our mission to neutralize the British 45th Infantry Division's HQ, which is covering London. Be careful of air or airborne attacks, for the Royal Air Force is still very present. That's why High Command is granting you several antiaircraft units, including a unique AA tank prototype. Take care of it!

Victory Condition: Win a minor victory or better.



Primary Objective

- Defeat the Royal Air Force (1,000 pts)

Secondary Objectives

- Win in 20 minutes (2,500 pts)
- Don't lose the Wirbelwind (200 pts)
- Destroy 10 planes (150 pts)
- Destroy 20 planes (250 pts)
- Kill all enemy units (1,500 pts)
- Destroy the prototype units (150 pts)
- Stop the airborne "Red Devils" (300 pts)

Strategy

In this challenge, you are limited to only three different types of bases—the barracks, the artillery and antiair base, and the armor base. You begin with two antiair guns and a Wirbelwind. The British base is at the opposite end of the battlefield.

During this battle, you will have to fight off lots of aircraft as well as tanks, infantry, and even artillery. At the start, build supply depots at [● 1], [● 2], and [● 3]. Also build a barracks and artillery and antiair base near your HQ, and send the two antiair guns you already have to [● 4].

You have only 25 minutes to complete this mission. Therefore, don't wait too long to begin your advance.



Get your antiair guns into position as quickly as possible, and be ready for lots of air attacks against your forces.

The middle of the battlefield is wide open and dangerous for your units. Therefore, it is best to advance along the flanks of the battlefield. While you can build an armor base, you can only produce light tanks. Hold off on that for the start, and send some infantry and a recon unit to [● 4]; send recon, infantry, and a couple antiair guns to both [● 5] and [● 6]; and send a couple antiair guns to [● 7]. As you can afford it, send another recon unit and lots of infantry to [● 6]; this is where you want to hold and have the British attack you. Send a couple of 88 mm antiair/antitank guns there, keeping them in the forest so they are not exposed. Once you have this section secure, build supply depots at the two dumps near [● 8].

TIP As you can afford it, send more antiair guns, infantry, and even recon units to your defensive positions to replace losses and build up your antiair capability.



If your anti-air units are in the right positions, you can destroy the Red Devils before they can get down onto the ground.

The British will attempt to drop their Red Devil paratroopers at different locations around the map and capture your supply depots or bases. Move the Wirbelwind up toward [● 5] to help shoot down the transports. The other drops will be near [● 2] and [● 8]. The anti-air guns you already have there should be able to take care of these threats. Eventually, the enemy will send some prototype Churchill heavy tanks to attack your base. To destroy them, deploy some 88 mm guns near your base, and position infantry in the woods on either side of the road. The prototype group will include recon units and will come along the road right down the middle of the map.



Your infantry in the woods on the right flank will surprise attack enemy tanks headed toward your supply depots. When the British get artillery, they will bombard this area, so be sure to send reinforcements.

TIP Consider building a barracks near [● 3] so you can get infantry and recon to the front quickly.

In order to help draw the enemy toward the right flank, activate the Fake Assault Ruse in the Temple Ewell sector. Keep this ruse going as long as you can. Meanwhile, your main attack will advance along the left flank. Assemble a large force at Dover that includes at least ten infantry, a couple recon units, four anti-air guns, four assault guns, and three 88 mm guns. Some light tanks can come in handy for attacking enemy recon and infantry. Advance toward [● 9]. Be sure to activate the Blitz Ruse as you travel through the sectors so you can quickly get your units into the cover of the forests. Clear any enemies in the area, then continue on to [● 10]. Use your assault guns to take out the nearby antiarmor bunker, then send some infantry, anti-air guns, and recon to [● 11] while the rest of your units move toward the airfield at [● 12]. Capture the airfield and the other nearby bases. At the airfield, you can now produce fighter-bombers. Use these to attack enemy artillery near [● 1] and any nearby tanks. To win the battle, send your assault guns with some protection to bombard the remaining bases at [● 1].



After capturing the airfield on the left flank, bombard the bases to the right and destroy all of the enemy units in the area. Use Blitz to speed up your movement to get into position before the enemy can react.

Chapter 5b

The Operations 1 vs. All

These operations require you to battle against two or more enemies. Expect to be attacked from different directions. In some operations, you will need to go on the offensive, and in one operation, you just have to hold out against massive attacks.

Pincer Movement

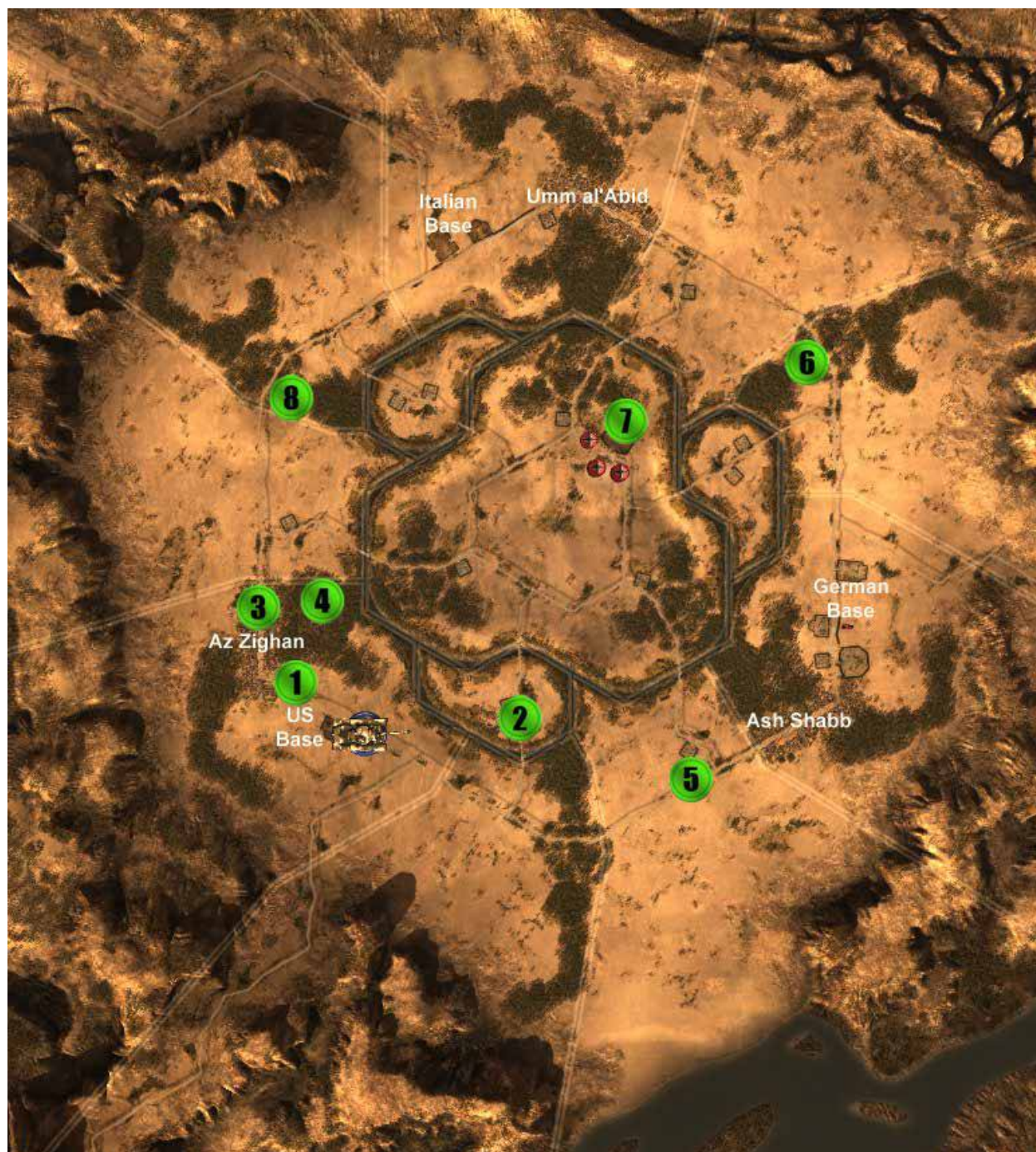
March 1941, Libya

The United States has entered the war alongside Great Britain as early as 1940. Following Operation Compass's success, the British 8th Army resumed its advance on Cyrenaica, landing the U.S. Expeditionary Corps behind the Italian 5th Army in order to cut its line of retreat. But the U.S. troops soon find themselves caught in a pincer between the Italians and their newly arrived German allies...

Intelligence Report

Sir, our U.S. Expeditionary Corps is caught in a pincer movement between the German and Italian armies. Like us, they have access to a combination of tanks, infantry, artillery, and aircraft. But we have a trump card: a heavy tank prototype battalion! Our goal is not to rush the enemy, but to force them to sue for peace.

Victory Condition: Win a minor victory or better.



Primary Objective

- Achieve victory (1,000 pts)

Secondary Objectives

- Destroy all enemy units (1,500 pts)
- Win in 20 minutes (1,000 pts)
- Defeat one enemy (500 pts)
- Destroy or capture the German HQ (200 pts)

- Destroy or capture Italian HQ (200 pts)
- Seize the abandoned antitank base (150 pts)
- Preserve your Pershings (100 pts)
- Get 5 supply depots (100 pts)
- Kill 50 units (100 pts)
- Kill 5 recon units (50 pts)
- Kill 75 units (200 pts)

Strategy

The map for this battlefield is quite small compared to some of the others. Therefore, combat can be quick and intense. As soon as the battle begins, build a barracks and an artillery and anti-air base by your HQ. Then build a supply depot at [● 1] and two more at [● 2]. As soon as you complete your bases, send three infantry units to [● 3] and a recon unit, a couple anti-air guns, and three more infantry to the forest at [● 4]. Since you are facing two enemies, your strategy is to defeat each one in turn. Your defenses in the town and forest will protect your base from the Italians so that you can begin your attack against the Germans.



Position your defenses in the nearby town and forest, then send your Pershings toward the German base to begin attacking.

As you begin producing units, send your Pershings to [● 5] to prevent the Germans from claiming this supply dump. Send a couple anti-air guns, a recon unit, and some infantry to join your tanks. The Germans may have built a base here. If so, capture it. Continue with your force through Ash Shabb to the main German base. Lead with your infantry to look for ambushes in the town, and then capture all of the structures you can and eliminate all of the German units. You should be able to complete this within the first ten minutes of the battle.



The Pershings lead the assault on the German base. The enemy tanks don't stand a chance against your heavy tanks.

TIP As you advance, capture or build supply depots so you can have supplies pouring in. Get five supply depots to complete a secondary objective.

While attacking the German base, build an airfield and an armor base. Reinforce your units near Az Zighan and send some infantry, medium tanks, and anti-air guns to protect the supply depots at [● 2]. Also, position some infantry, a recon unit, and some anti-air guns in the forest at [● 6] to help protect your captured bases.



Secure the antitank base so you can deploy antitank guns—and the enemy can't.

Send several tanks along with infantry and antiair guns to capture the abandoned antitank base at [7]. Get some recon planes up in the air along with fighters for air cover. As soon as you have the antitank base, deploy some antitank guns into the nearby forests to help defend this structure. Keep infantry and antiair guns nearby for protection.

TIP If you want to go for an aerial strategy, build up a couple airfields and then produce bombers and fighters. Send your bombers to take out the enemy bases. You can complement this strategy with assault guns so you can use long-range attacks to defeat your enemies.



Begin the assault on the Italian base by activating the Terror Ruse on the sector; this gives your units an advantage over the enemy.

Assemble a large force of infantry, tanks, and even assault guns if you have them. Send them along with your defenders near Az Zighan to [●8], and begin the assault on the Italian base. You can either destroy or capture the bases. Move quickly so you can completely wipe out the Italians before the time reaches five minutes, and you can earn an additional 1,000 points.

The Maginot Line

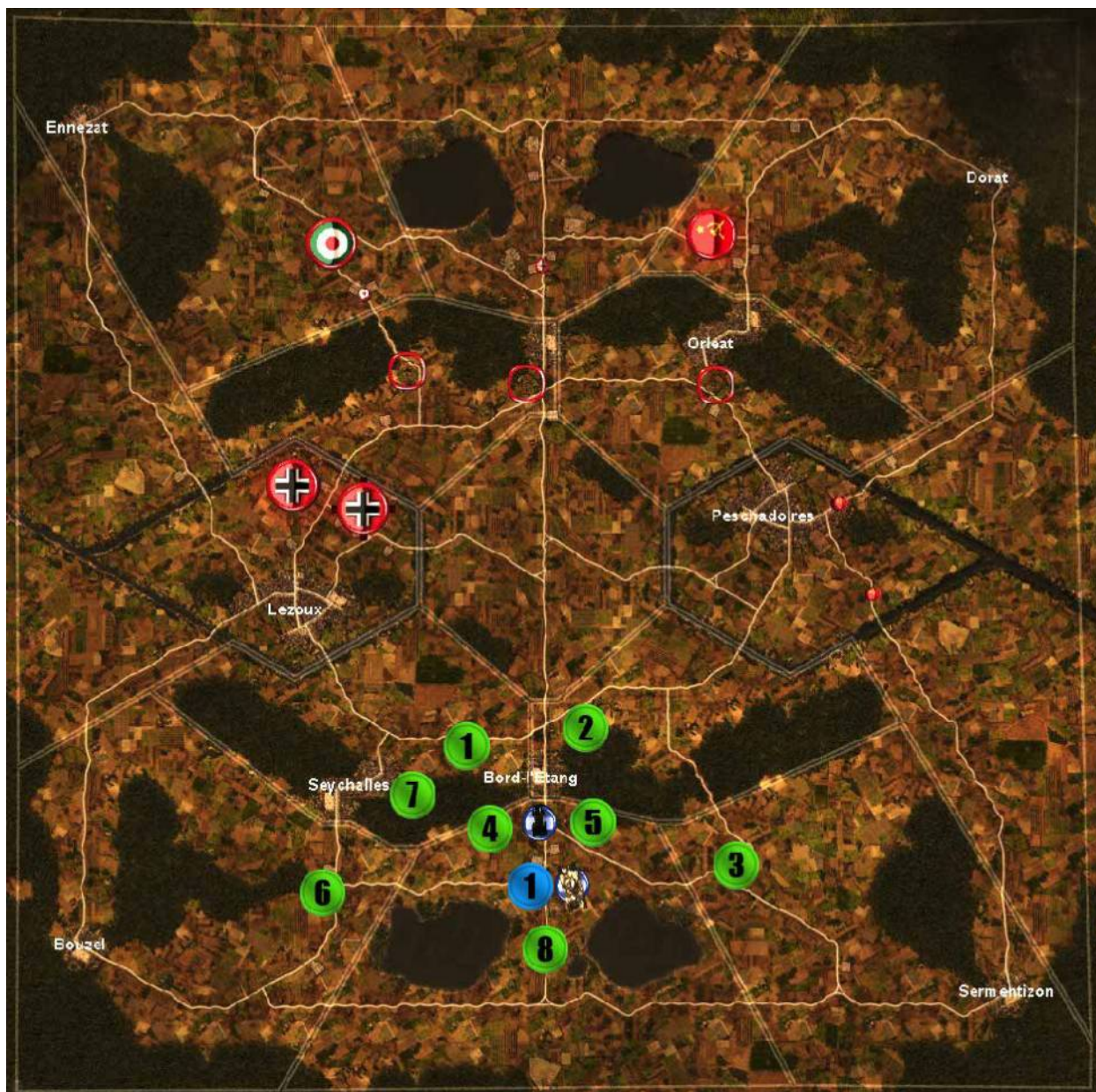
July 1942, France

Abandoned by its allies, France stands alone against Europe's totalitarian states. Squandering its military budget on the Maginot Line, it misses the opportunity to modernize its armed forces. When the German, Italian, and Russian armies gather against France, France's army is mostly outdated....

Intelligence Report

Mon General, aside from our air forces, grounded by enemy air superiority, all the army is combat ready. However, our equipment is less modern than the enemy's. You will have to fight a war of attrition to delay the enemy long enough for reinforcements to arrive.

Victory Condition: Win a minor victory or better after 15 minutes.



Primary Objective

- Hold for 15 minutes (2,000 pts)

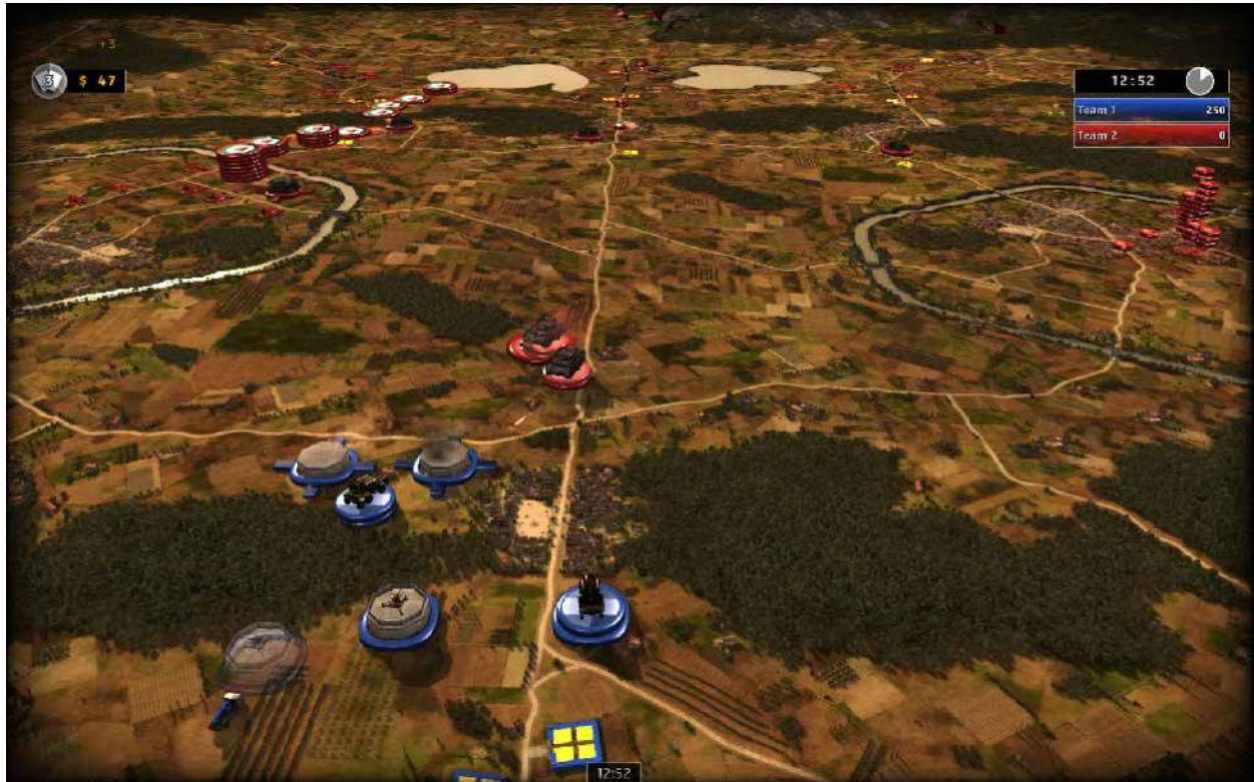
Secondary Objectives

- Keep enemies away from Bord-l'Etang (200 pts)
- Preserve one of your Laffly (150 pts)
- Kill 50 enemy units (150 pts)
- Keep more than 200 supplies (100 pts)
- Kill 100 enemy units (300 pts)
- Kill 150 enemy units (450 pts)
- Preserve the Long Tom (200 pts)

- Preserve the FCM F1 Prototype (200 pts)

Strategy

This is a tough operation. You must defend your HQ at [● 1] for 15 minutes. The enemy will throw tanks, infantry, and lots of aircraft at you to try capturing or destroying your base. While you can construct a barracks, an armor base, and an artillery and anti-air base, you can actually do better by just building defensive structures. The fortified position is armed with an anti-tank gun and an anti-air gun. It can take some damage before it is destroyed. The Maginot bunker is armed with two anti-tank guns and a flamethrower, which makes it deadly against both tanks and infantry.



Get some Maginot bunkers built in front of Bord-l'Etang as quickly as you can, with fortified positions behind the forests to help protect them from air attacks. These bunkers can take a lot of damage.

Start off by building three supply depots near your HQ. Next, construct two Maginot bunkers at [● 1], right next to the forest to cover the access to Bord-l'Etang. Build another bunker at [● 2], along with a fortified position. While you are waiting for the engineer trucks to move out to these construction sites, send your two tanks to [● 3] to cover the secondary HQ there from a possible infantry attack on your right flank by the Soviets. As you gain enough supplies, build more fortified positions at [● 4] and [● 5] so that their firing range covers the bunkers on the other side of the forest. Be sure to activate the Camouflage Ruse over your HQ.

The enemy's first attack will be at your bunkers at [● 1]. Move your Laffly tank destroyers up near the forest so they can shoot across it at tanks that come into range. Activate the Spy Ruse over enemy chips as they come into range so your bunkers will begin to fire at long range.

TIP Enemy aircraft is the biggest threat to your positions. They will try to dive-bomb your defensive structures and other units. A single fortified position will be easily taken out. Therefore, build them in clusters of three so they support one another.



This bunker's flamethrower will stop the Soviet infantry rush on your right flank.

As enemy units begin to approach [● 3], build a Maginot bunker there as well as three fortified positions to help out your tanks. The enemy will also send some tanks to attack on your left flank. As you can afford them, build a couple bunkers at [● 6] with four fortified positions. Build a couple supply depots here as well to help keep supplies flowing in so you can continue to build structures.

TIP Your engineer trucks are extremely vulnerable to air attack. Therefore, build a series of fortified positions along the roads they travel so they will reach their destinations. Also, the secondary HQs at [● 3] and [● 6] will send out trucks to build nearby structures, so you don't have to worry about protecting trucks all the way from your main HQ to this locations.



Protect the left flank with more defensive structures.

After about five minutes into the battle, you will receive some reinforcements. You get a recon unit that you can send to [7] to help detect enemy units in that area. You also get a huge prototype tank—the FCM F1. Keep this as your backup near your HQ. Be sure to protect it with fortified positions so the enemy air units won't destroy it. Send it to help on the left or right flanks as needed. As you collect supplies, continue building lots of fortified positions and a few more bunkers. Eventually you will have created the Maginot line in front of your main HQ so that no enemy units can cross.



A strong line of defenses and the nuclear artillery will make it difficult for the enemy to get to your HQ.

When there is about six minutes left in the battle, you will gain control of a nuclear Long Tom artillery gun. It comes along with an anti-air unit. Keep it near [● 8] and build several fortified positions between it and the enemy. Not only do you want to protect this gun, but you also want to use it. Target groups of enemy units approaching your lines. You can target chips and don't have to detect specific units to use it. One shot will eliminate all enemy units in a large radius. Keep it firing as much as possible, and continue building defenses with your supplies. To win the battle, continue to hold out until the timer runs out.

NOTE Infantry can also come in handy during this battle if you don't want to rely on defensive structures alone. Position troops in the woods near where the enemy advances, and position some in the towns of Bord-I'Etang and Seychelles so they can ambush enemy units. Anti-air guns can also come in handy. Position lots of them in the forests on either side of Bord-I'Etang to create a curtain of shells that will down the enemy aircraft.

Chapter 5c

The Operations Coop

These operations pit you and one or two allies against the enemy. You will have to work together if you want to emerge victorious.

Tobruk '45

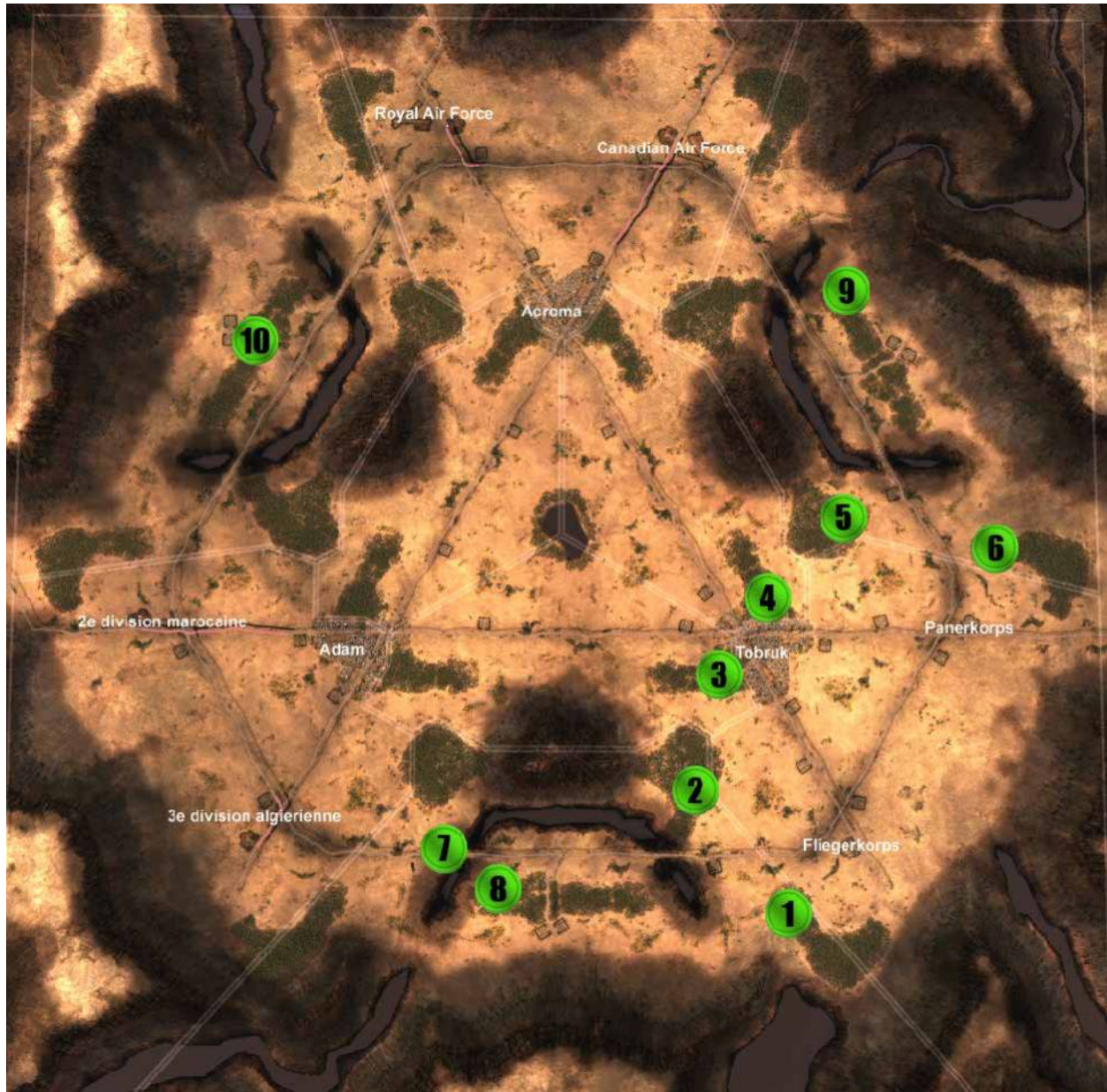
June 1945, Cyrenaica

On the continent Germany has surrendered, but Field Marshall Rommel, in Cyrenaica, has been resisting the Allies since 1941. French and British colonial forces are now building up around that last enclave, determined to crush it....

Intelligence Report

Herr Generalfeldmarschall, our two Korps are in position to strike separately at our enemies. Each Korps has access to very limited equipment: The Fliegerkorps has retained most of its planes while the Panzerkorps relies on its tanks. They will have to cooperate closely if we want to overcome our enemies. As for them, they have access to all combat arms' equipment....

Victory Condition: Win at least a minor victory in 30 minutes.



Primary Objective

- Achieve victory (1,000 pts)

Secondary Objectives

- Defeat one enemy (500 pts)
- Destroy 10 armored units (150 pts)
- Destroy 10 planes (150 pts)
- *Hidden* Destroy 25 armored units (300 pts) (appears when the objective 'Destroy 10 armored units' is achieved)
- *Hidden* Destroy 30 armored units (450 pts) (appears when the objective 'Destroy 20 armored units' is achieved)
- *Hidden* Destroy all enemy units (1000 pts) (appears when the objective 'Defeat one enemy' is achieved)
- *Hidden* Destroy 25 planes (300 pts) (appears when the objective 'Destroy 10 planes' is achieved)
- *Hidden* Destroy 40 planes (450 pts) (appears when the objective 'Destroy 25 planes' is achieved)

Strategy

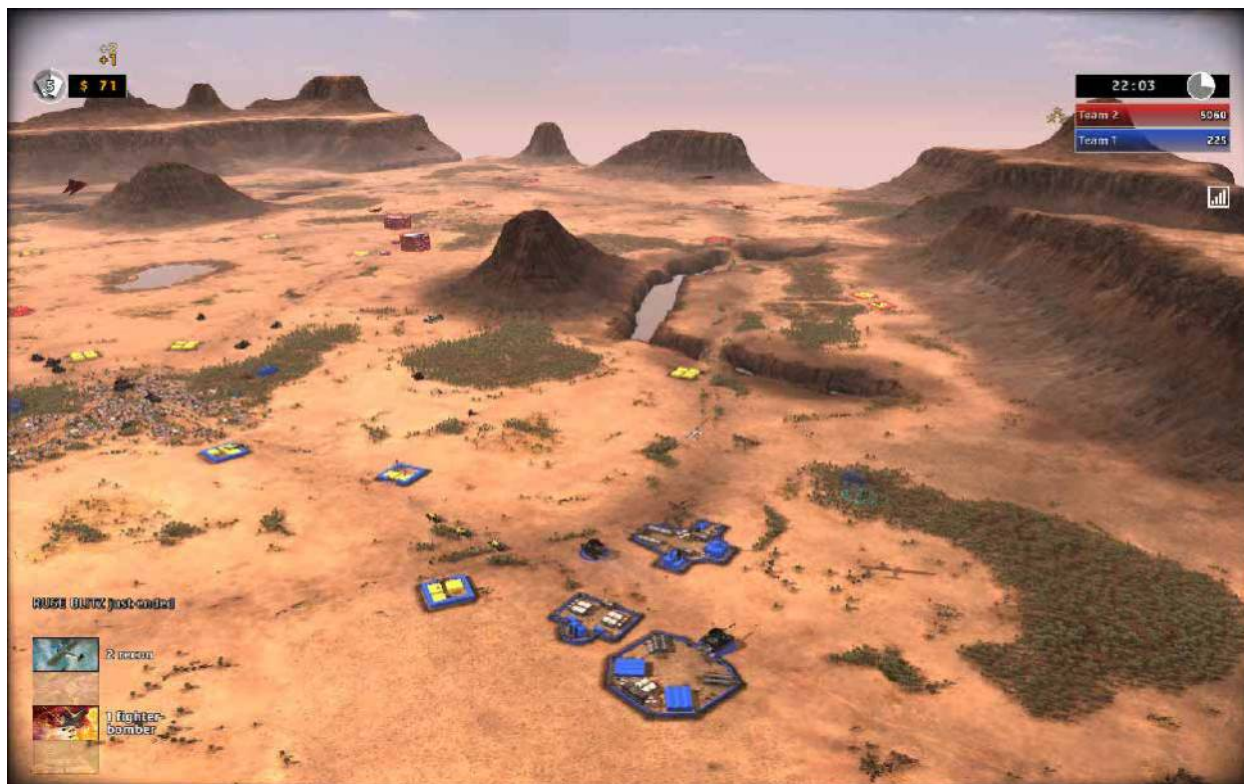
While there are two players on the same team for this battle, you are up against four enemies. This is a tough battle, since each player is limited in the types of units they can deploy. The Panzerkorps commander can deploy only tanks, antitank units, and armored recon units at the prototype base. The Fliegerkorps commander can deploy only air units, anti-aircraft units, and artillery. While all ruses are available, some can be activated only by certain commanders. Therefore, cooperation and communication are vital to success. One of the toughest parts of this battle is that neither commander can deploy infantry of any kind! Therefore, you will not be able to ambush the enemy with hidden infantry units.



The Fliegerkorps commander is responsible for defending the base against air attacks. Deploy lots of anti-air guns into the forests.

Your bases will come under attack fairly quickly—primarily by enemy planes. The Fliegerkorps commander must quickly build the artillery and anti-air base and three supply depots along the road to Tobruk. As soon as the base is completed, start producing anti-aircraft guns and send two each to [● 1], [● 2], [● 3], [● 4], [● 5], and [● 6]. These anti-air guns are cheap but very effective against enemy air attacks. Also activate the Camouflage Ruse to hide your bases. Now you can build an airfield and begin producing planes.

TIP It is vital that you hide the anti-air guns in the forests. If you leave them out in the open, enemy aircraft will take them out since they are fairly vulnerable to enemy fire. That is why it is important to build and move them early in the battle before the enemy aircraft begin their attacks.



Since the enemy will send lots of tanks and infantry to destroy your base, the Panzerkorps commander must position antitank guns and recon in the forests.

The Panzerkorps commander should activate the Blitz Ruse in the base sector so engineer and supply trucks can reach their destination quickly. Build supply depots, an antitank base, and a prototype base. Upgrade your antitank guns and then send three each to [● 3] and [● 4] and two each to [● 2] and [● 5]. Also send recon units to each of these four locations. Eventually produce some tanks to deal with enemy infantry and other enemy ground units. This defensive strategy will hold the enemy at bay for quite a while. Reinforce your positions as you take losses. Most of the enemy armor and infantry attacks will come from the middle through Tobruk, so stay strong in the center.

NOTE The enemy will often camouflage their bases in order to avoid getting bombed. Send in a recon plane to detect the hidden bases and see through the camouflage. Just be sure to send along some fighters to protect it.



Expect a lot of fighting near Tobruk as the enemy advances through the middle of the map to get to your bases.

TIP Send bombing raids against enemy supply depots that are not defended. By disrupting supplies, you can slow down the enemies' ability to produce units.

You can't win the game just by holding. Instead you have to go on the offensive. There are several possible strategies. While you can build up a large bomber force and bomb the enemy HQs, the enemies usually produce a lot of fighters and anti-air units. Another option is to assemble a large force of tanks and tank destroyers and send it toward the enemy bases. This can work—just be sure to bring along lots of Wirbelwinds, which the Fliegerkorps commander will have to control. Another strategy is to have the Fliegerkorps commander build a prototype factory, then research and produce Morser artillery units. These are expensive but can fire at very long range. Keep several Wirbelwinds around them, and make sure to stay within the base area at the start. Bombard the enemy bases at [7] and then advance a force of anti-air and anti-tank guns, recon, and a few tanks toward [8]. Build some supply depots in this area and move your artillery forward to bombard and destroy the 3e division algerienne bases to defeat one of the enemies. From this spot, you can also bombard enemy bases and supply depots near the center of the map.

TIP When advancing units, be sure to activate the Radio Silence and Blitz Ruses in their sectors to let them move stealthily and quickly.



Bomb supply depots and the enemy bases in the middle to slow down the attacks on your base.

Now you can either push on toward the second French enemy, the 2e division marocaine, or leave your units at [● 8] and send your artillery and more artillery and escorting units to [● 9] to take out the Canadian Air Force bases. This latter strategy will eliminate another enemy while not yet forcing your units to advance out in the open. It also gets you a couple more supply depots.

Bombard enemy bases and units in the center of the battlefield with your artillery as you hold at [● 8] and [● 9]. In order to take each of the remaining bases, you first need to secure the woods adjacent to the nearby towns. After the artillery has softened up the area, send a tank force with tank destroyers, Wirbelwinds, and recon toward Adam. The Fliegerkorp commander can use recon planes and fighter-bombers to scout out the area and target enemy recon units once detected. Then rush in to destroy the base or move your artillery forward to bombard the base. Use the same tactic of securing Acroma so you can then take the Royal Air Force base. However, an easier method is to advance through [● 10] so you can use the forests for cover.

TIP This is a tough battle. However, the sooner you can knock out one of the enemies, the easier it will get. Once you get close to a base, bombard the unit bases first since they are easier to destroy. Then go after the HQ. By taking out the bases first, you prevent more units from being produced.

Triple Alliance against the Axis

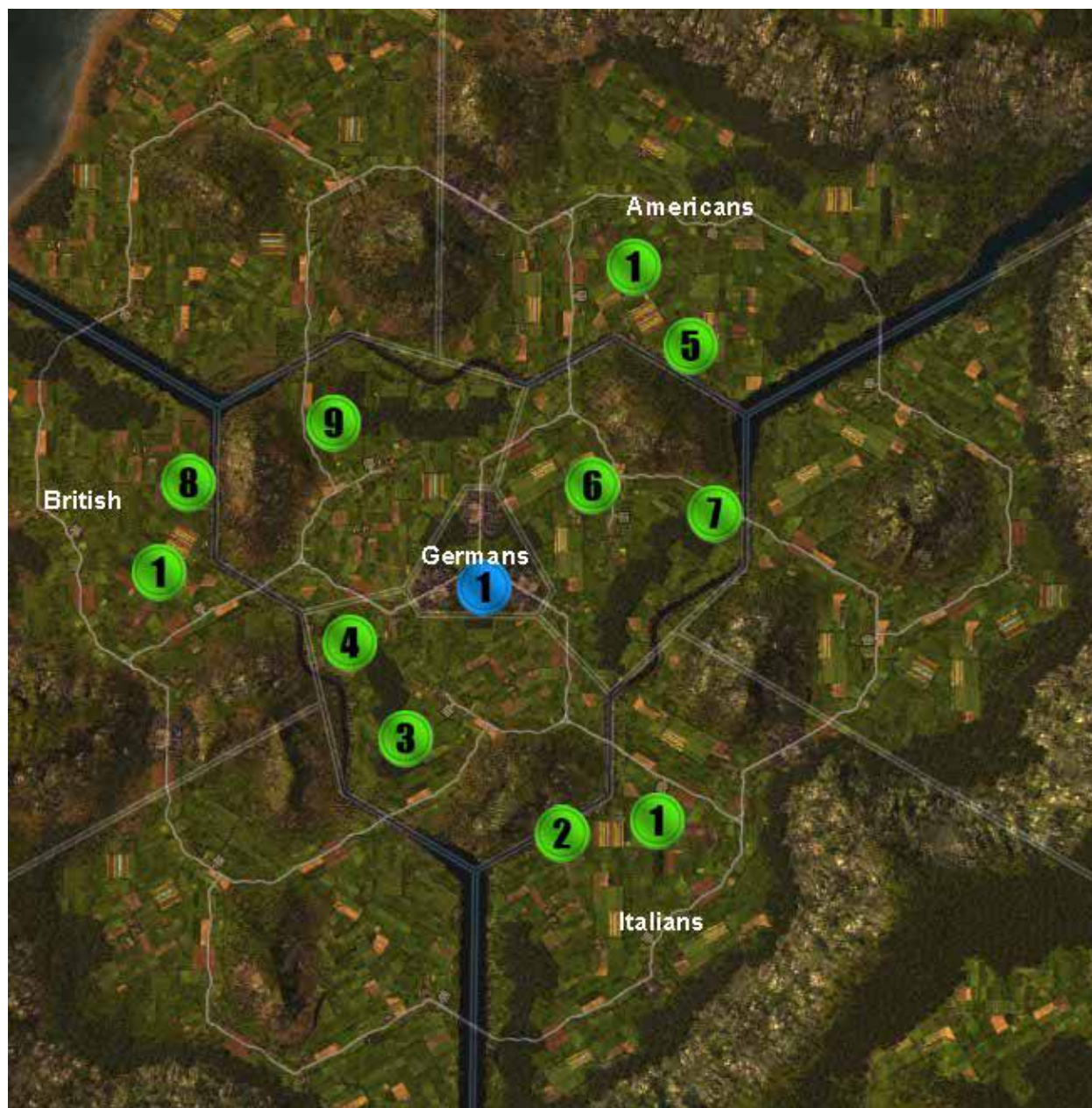
May 1940, Northern Europe

Mussolini never rose to power in Italy, which joined the United States and Great Britain in their struggle against Germany. The latter country, foreseeing the difficulty of such an uneven war, prepared itself to face this alliance by accelerating the development of new weapons.

Intelligence Report

Sir, the British, American, and Italian armies have surrounded the Wehrmacht. However, even if we have access to the entire range of contemporary military technology, our armaments are to a large extent outclassed by the superiority of the ultra-modern German equipment.

Victory Condition: Achieve at least a minor victory in 20 minutes.



Primary Objective

- Defeat enemy (1,000 pts)

Secondary Objectives

- Destroy all enemy units (1,500 pts)
- Destroy 10 armored units (100 pts)
- Destroy 20 armored units (200 pts)
- Destroy 30 armored units (300 pts)
- Kill 10 infantry units (100 pts)
- Kill 15 infantry units (200 pts)
- Kill 20 infantry units (300 pts)
- Destroy 5 planes (100 pts)

- Destroy 10 planes (200 pts)
- Destroy 15 planes (300 pts)
- Destroy the salvaged nuclear Long Tom (250 pts)
- Destroy the Maus (250 pts)

Strategy

This is a difficult battle. Even though you have three allies fighting against a single enemy, the Germans are quite tough and have superior weapons and a lot of them. Each of the allies is limited to building only two types of bases, so each will have to use their specific unit types to their advantage in order to defeat the Germans.



You have to destroy the German HQ in the middle of the city to win the battle. The three Siegfried blockhouses can cause a lot of damage, so take them out with artillery or air strikes.

The Americans can build an armor base that produces tanks and can build an artillery base to produce assault guns. The British armor base produces tanks and armored recon units, and their airfield can deploy all types of aircraft—except paratroopers. Finally, the Italians can produce tanks at their armor base and can produce antitank guns, tank destroyers, and 90 mm antitank/anti-air guns at their antitank base.

At the start, each player should build a supply depot close to their HQ and another across the river to the right. Don't put one near the center since it will usually get attacked right away. Each team will have three paratroopers drop in after the battle begins. Quickly move them to the narrow strip of forest near the road leading to the map's center at [● 1]. They will ambush enemy units coming across the bridges. While all three teams can produce medium tanks, they are not as powerful as the German medium and heavy tanks that will be sent toward your bases. Therefore, you will need to rely on other antitank methods.

TIP The three paratrooper units you receive at the start are all the infantry you get for the entire battle. Keep them safe in forests.



Set up your defenses at the narrow forest to destroy enemy tanks as they come over the bridge.

The Italians should produce some antitank guns right away and send them to the forest with the paratroopers. Also send some antitank guns to the narrow forests by the Americans and British to help them out. In addition, produce some 90 mm guns and position them near [● 2] to help shoot down aircraft. While holding on your right flank, send a group of antitank guns and tanks across the river to [● 3]. Position the guns in the forest and the tanks behind the forest so they can begin hitting enemy units. Keep sending antitank guns and tanks to this forest and move them to [● 4] to really start hitting the enemy. Have an ally with the Spy Ruse illuminate the area for your guns and tanks.



Rather than attacking across the bridge on your right flank, go across the left flank and use the forests for cover. This will let you attack enemy supply trucks and draw enemies away from attacking your bases.

The Americans should quickly build a couple antitank bunkers and anti-air bunkers near [● 1] to help deal with the onslaught of German tanks. Deploy some Priest assault guns to [● 5], and use them to bombard the airfield at [● 6] and attack the enemy bunker and other units. Activate both Radio Silence and Camouflage Net Ruses in your sector to help protect your base and units. Finally, send a group of tanks to your left and across the rivers to [● 7] to begin hitting the enemy near their supply depot. Bring some Priests here to begin bombarding the German bases in the center of the battlefield.

As the British, you are kind of hard up for antitank defense. You will have to rely on your paratroopers. Quickly build a few artillery shelters near [● 8], and send a few tanks to help your paratroopers defend the bridge. A recon unit will help detect enemies so you can attack first. Construct an airfield and produce some fighter-bombers to help fight off the enemy tanks. You will also need several fighters to protect your planes from the enemy. Keep your planes in your sector so they are safe. If the Americans can take out the enemy airfield quickly, send in some recon planes to scout out the enemy in the center, and bomb their artillery and anti-air base to prevent them from producing these two types of units, which can be deadly to all of the allies. Hopefully the tank attacks by the Americans and Italians will draw enemies away from the British so they can concentrate on air power. However, the British can also send some tanks to help disrupt the enemy supplies by moving them to [● 9].



Destroy the nuclear Long Tom artillery gun as quickly as possible or the Germans will destroy your bases and units in a nuclear firestorm.

This battle requires close coordination between all three players. Each has access to different ruses. If you need a ruse to help you, ask your allies. The British can place fake bases to help draw enemies away from the real bases. The Italians and Americans should send fake tank assaults at the enemy to keep their antitank guns firing at decoys rather than the real thing. Also, use the Italian's Terror Ruse to make the Germans flee quicker. Eventually, the enemy will get some reinforcements when there are about 13 minutes left. The nuclear Long Tom can cause some serious damage. Hopefully by this time, you will have air superiority over the German bases and can quickly take it out with fighter-bombers before it can cause too much damage. There is also a Maus tank. Use fighter-bombers or antitank guns and tank destroyers to eliminate this unit. Use artillery and bombers to destroy the enemy bases and send in tanks to help wipe out the enemy in the center. Once all Germans have been defeated, the battle is won.

Chapter 6

Battles and Multiplayer

Types of Games

In addition to the campaign and the operations, *R.U.S.E.* offers several games that can be played on many different maps of various sizes. Battles pit you against one or more AI enemies, and some include AI allies as well. The multiplayer games use the same maps, but now you are pitted against other human players.

When playing battles, you can choose your own nationality and the nationality of the AI players. In addition, you can also set the profile for the AI, which affects the way the AI will play during the battle. The following table lists the various AI profiles and how the AI will play.

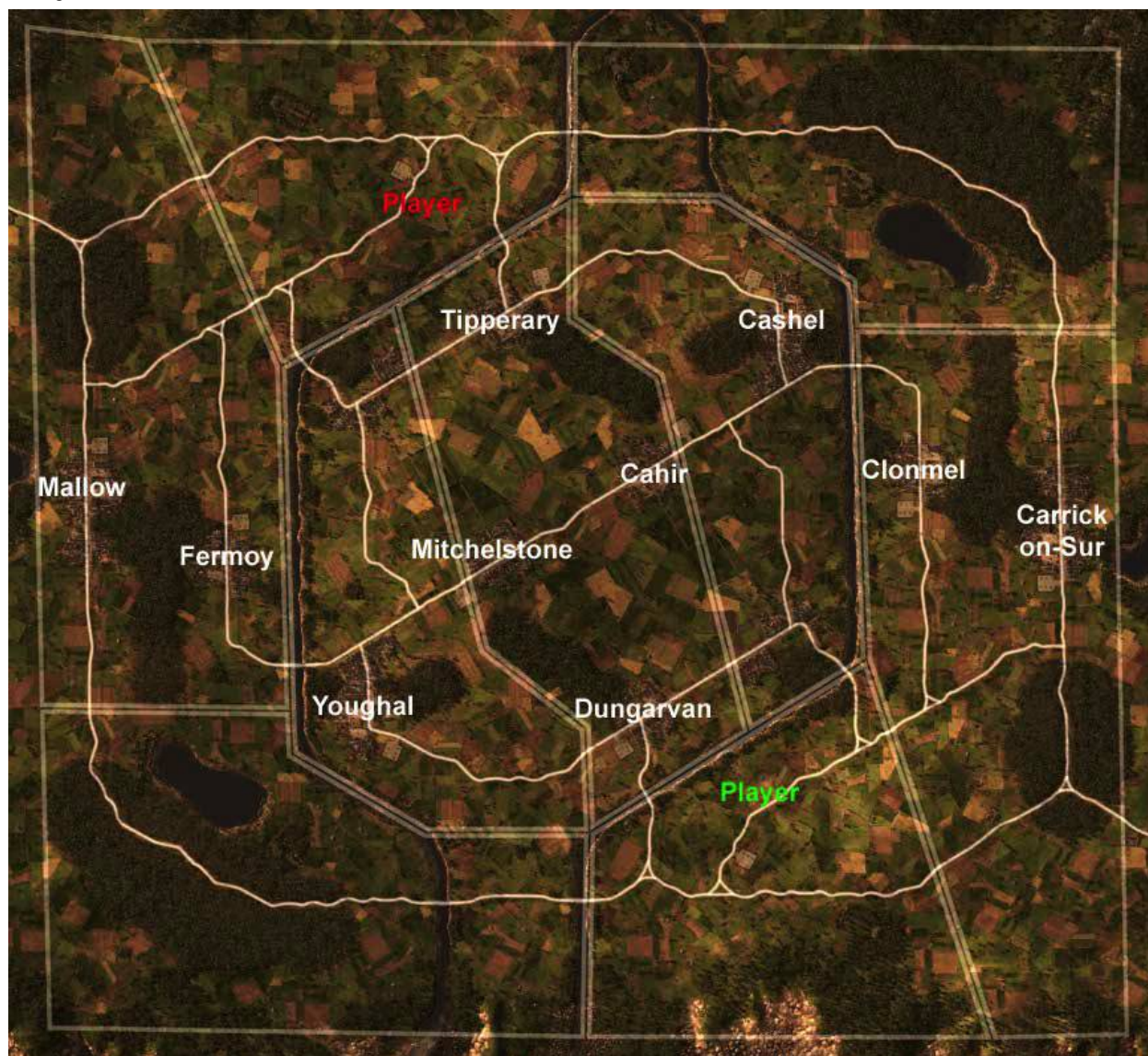
AI Profiles

Name	Description
Regular	This AI will behave as a standard general.
Air Force	This AI will mostly use fighters and bombers to crush you.
Howitzer	This AI will use a lot of artillery units to pound you.
Prototype	This AI will always try to field the most advanced units.
Blitzkrieg	This AI will use rush tactics to defeat you.
Turtle	This AI will use defensive tactics to wear you down in a long battle of attrition.

Within both battles and multiplayer games, there are a few different game types. In Free-for-All, every player is against all other players. Think of this as a deathmatch in which you want to be the last one standing or the one with the most points when the timer runs out. There are also team games with two, three, and even four different teams. Not every game type is available for each map.

Two Players

Blitz



Map Size: Very small

Game Types: Two teams

This small map is great for some fast action. There are plenty of cities and forests in the center where a lot of fighting will take place. However, don't neglect the roads that run around the entire map, as these allow for flanking maneuvers. This map favors the bold player who goes on the attack early, before the enemy has a chance to set up defenses.

Tank Graveyard



Map Size: Small

Game Types: Two teams

This is a long map with several cities and a wide-open center. Flanking is possible on the sides that are separated from the center by rivers. The bridges are key defensive points against flanking attacks, so secure those. The few forests on this map offer ambush opportunities. Holding the towns of Santa Caterina and Villarosa are key to controlling the flanks due to their central bridges over the rivers.

Frontline



Map Size: Very small

Game Types: Two teams

This is another long map. Control of the two central forests as well as Houffalize and Bastogne is the key. Infantry, antitank guns, and anti-aircraft guns hidden in the forests with good recon can make traversing the center of the map dangerous for the enemy. Immediately rush units to these locations at the start to deny them to the enemy. From these locations, you can also control many of the supply dumps on the map.

Above the River



Map Size: Medium

Game Types: Two teams

A river bisects this map. There are only three bridges across the river—two at the towns of Raubling and Schechen and the third in the center surrounded by forests on both sides. Rush units to the three bridges to secure them. Also try to get some units into the forests near the enemy bases as a prelude to your main assault. Your units can ambush the enemy units as they emerge from their bases.

Face-to-Face



Map Size: Medium

Game Types: Two teams

This long map is wide-open in the center, with forests and only two towns along the roads on either side. Control the towns and the forests and the enemy will not be able to easily advance against you. Recon planes are a must for this map so that you can detect enemy units hidden in the forests. On the same note, be sure to send anti-air guns with your units in the forests to shoot down enemy recon planes.

Strongholds



Map Size: Medium

Game Types: Two teams

Two rivers and forests help in the defense of each team's bases. Hide defenses in the forests for ambushes against enemies. Due to the terrain, this is a good map for airborne operations. Build a few airfields and use aircraft to attack the enemy. Drop paratroopers into the forests near the enemy base, and then move them in to capture the structures.

Behind Enemy Lines



Map Size: Large

Game Types: Two teams

This is a large map for just two players. Secure the central forest at the start as well as the forests on your flanks to prevent the enemy from advancing unopposed against you. Try advancing infantry and antitank guns through the forests on the map's opposite side to get in close to the enemy base.

Three to Four Players

Tripartite



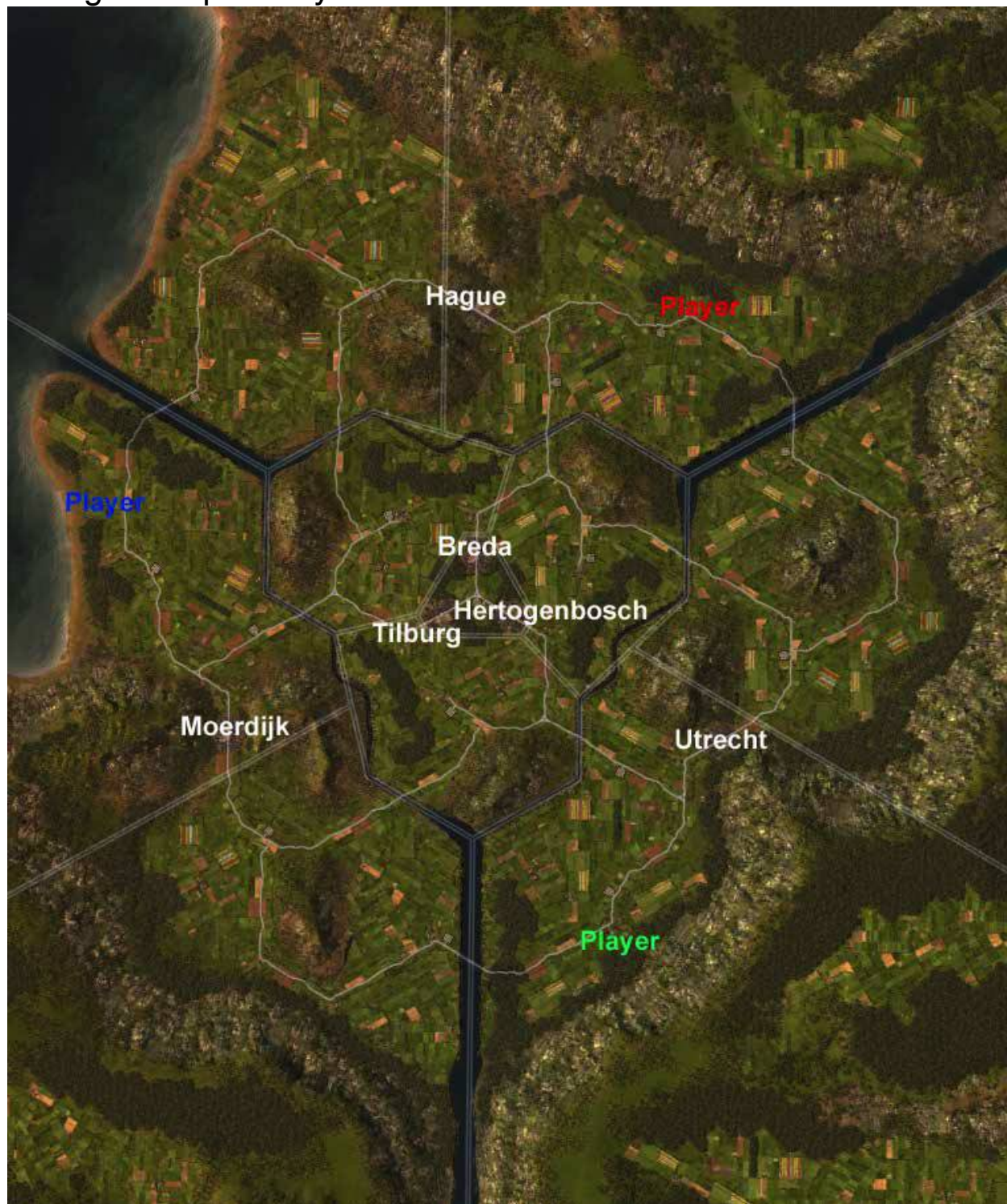
Map Size: Medium

Game Types: Free-for-all

Each of the three players on this map are trying to beat the other two. Immediately secure the town and forest near your base, and at the same time try to get units into the forests on your right flank, since they will be in perfect position to

attack the base of the enemy on that side of the map. While the forests on the map's edges offer some good defensive positions, the center of the map is open and offers a way around the outer forests. The key to winning is to try knocking one opponent out of the battle as quickly as possible and then using the additional supply depots to overwhelm the second enemy.

Triangular Diplomacy



Map Size: Medium

Game Types: Free-for-All

Protect your flanks by placing units in the forests on your left and the town on your right. While doing that, rush some units into the forests in the center to deprive your opponents of this area. As in most free-for-all games, try to knock out one of the enemies as quickly as possible. Recon is important to ensure that the other enemy is not trying to go after you while you are focused on attacking.

Cauldron

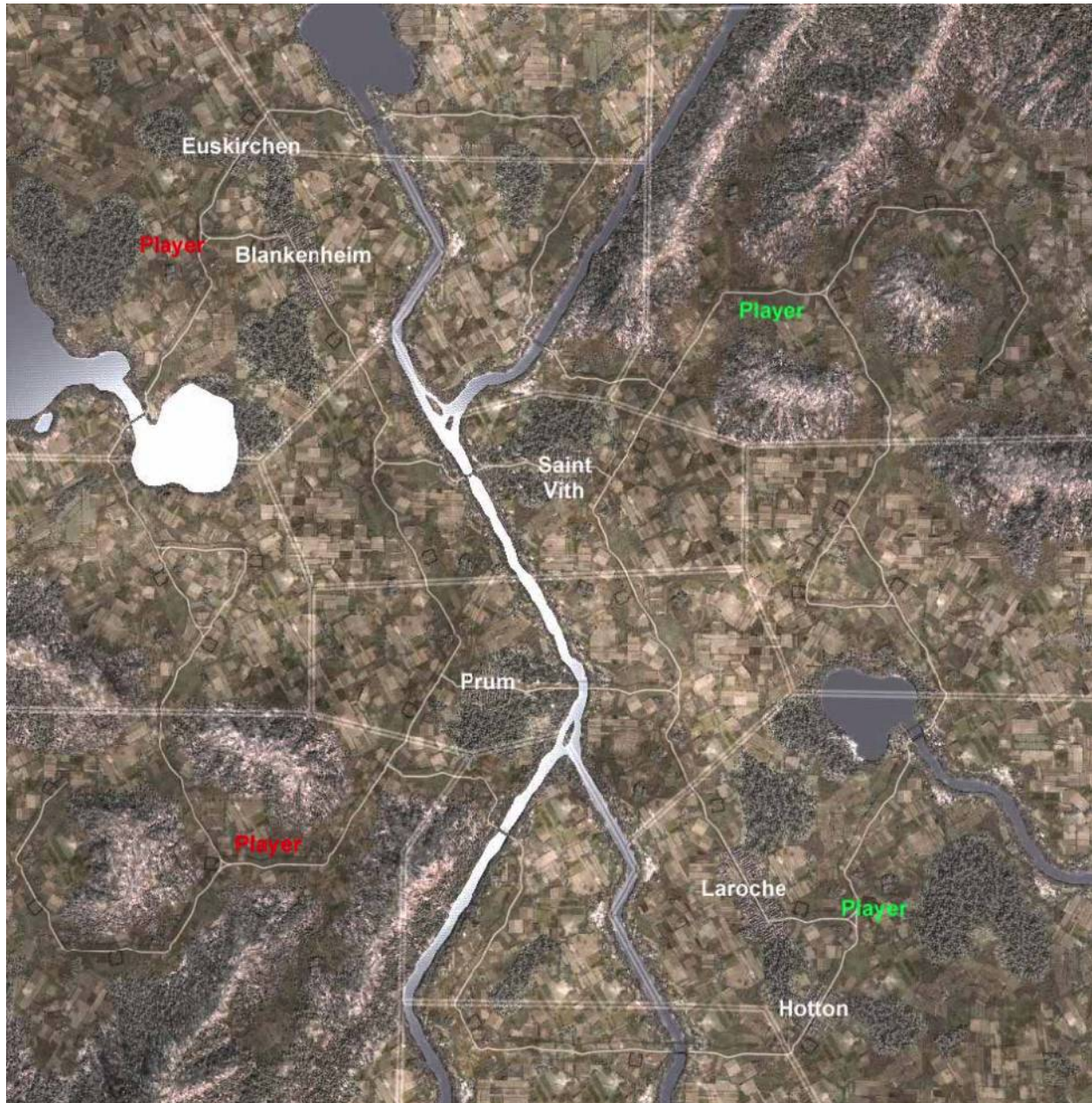


Map Size: Large

Game Types: Two teams, free-for-all

This four-player map is fun for two teams. When playing free-for-all, go after the closest enemy to wipe them out so that you can then concentrate on securing your bases before going after the other enemies. As a team, divide the map in two and move up one side while your ally moves up the other. There are a lot of supply dumps in the middle of the map, so push forward as soon as you can to secure them for yourself.

The Border



Map Size: Large

Game Types: Two teams, free-for-all

This is a big map with a river running down the middle. By securing the bridges over the river, you can make it difficult for enemies to advance on you while providing roads into their territory for your units. Due to the size and the terrain, consider using air units to attack your enemies.

Diplomats



Map Size: Large

Game Types: Two teams, free-for-all

While this map has some forests and a center surrounded by rivers, it also has a lot of open terrain. It can be tough to control all of the forests for hiding your units. Use recon planes to locate enemy units in the forests, and then attack with groups of tanks out across the open. Assault guns or aircraft can deal with the hidden units you can't bypass.

Meeting on the Field of Honor



Map Size: Small

Game Types: Two teams

This is a small map for four players. Secure Santa Catarina and Villarosa right at the start to control all of the roads through the center. You can then use these towns as a place to hide units preparatory to an assault on the nearby enemy bases.

Closing the Pocket



Map Size: Medium

Game Types: Two teams, free-for-all

When playing free-for-all, secure the bridges on your flank and then attack the enemy on the same side of the river as your base. Use tanks through the open terrain with some artillery or air support, and be sure to activate a Blitz Ruse to speed your units to their targets. When attacking the enemies across the river, either on your own or as part of a team, hide units in the forests and then move them through the forests until they are near the enemy bases. From there, launch your surprise attack with your hidden units. Your infantry can rush out from the trees to capture enemy bases.

Side-by-Side



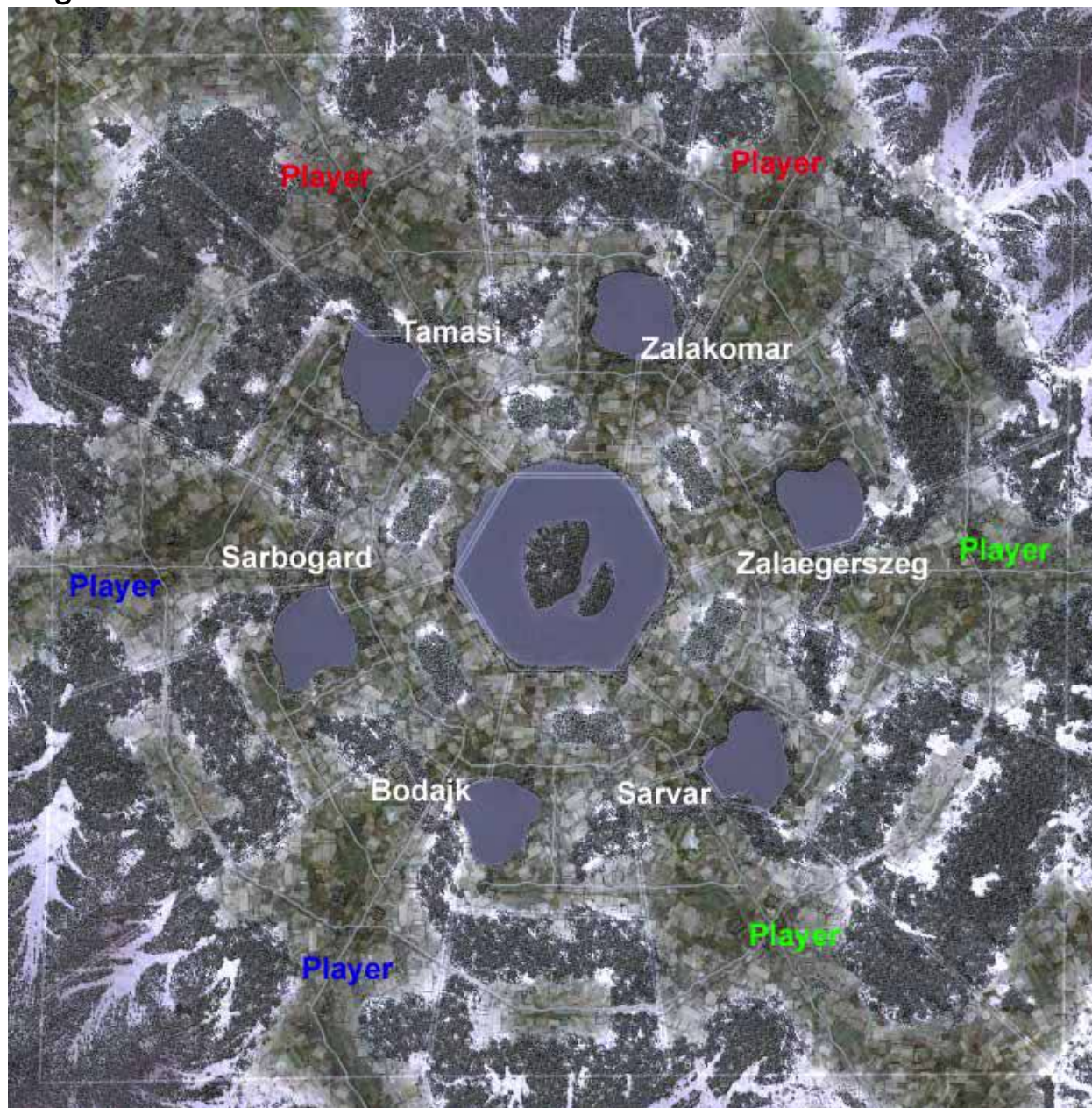
Map Size: Medium

Game Types: Two teams

Secure the forests on the flanks and use them to advance unseen toward the enemy bases. Units hidden in the forests near your bases offer a great defense from attacks across the map's wide-open center.

Five to Six Players

Bagration



Map Size: Large

Game Types: Free-for-all, two teams, three teams

This is a large map. Secure the forests on your flanks and the nearby town to protect your base. The small forests in the map's center can hide some units that can ambush enemy advances through this part of the map. Try advancing along the map's outer rim while holding in the center, and roll up one enemy at a time.

On the Edge



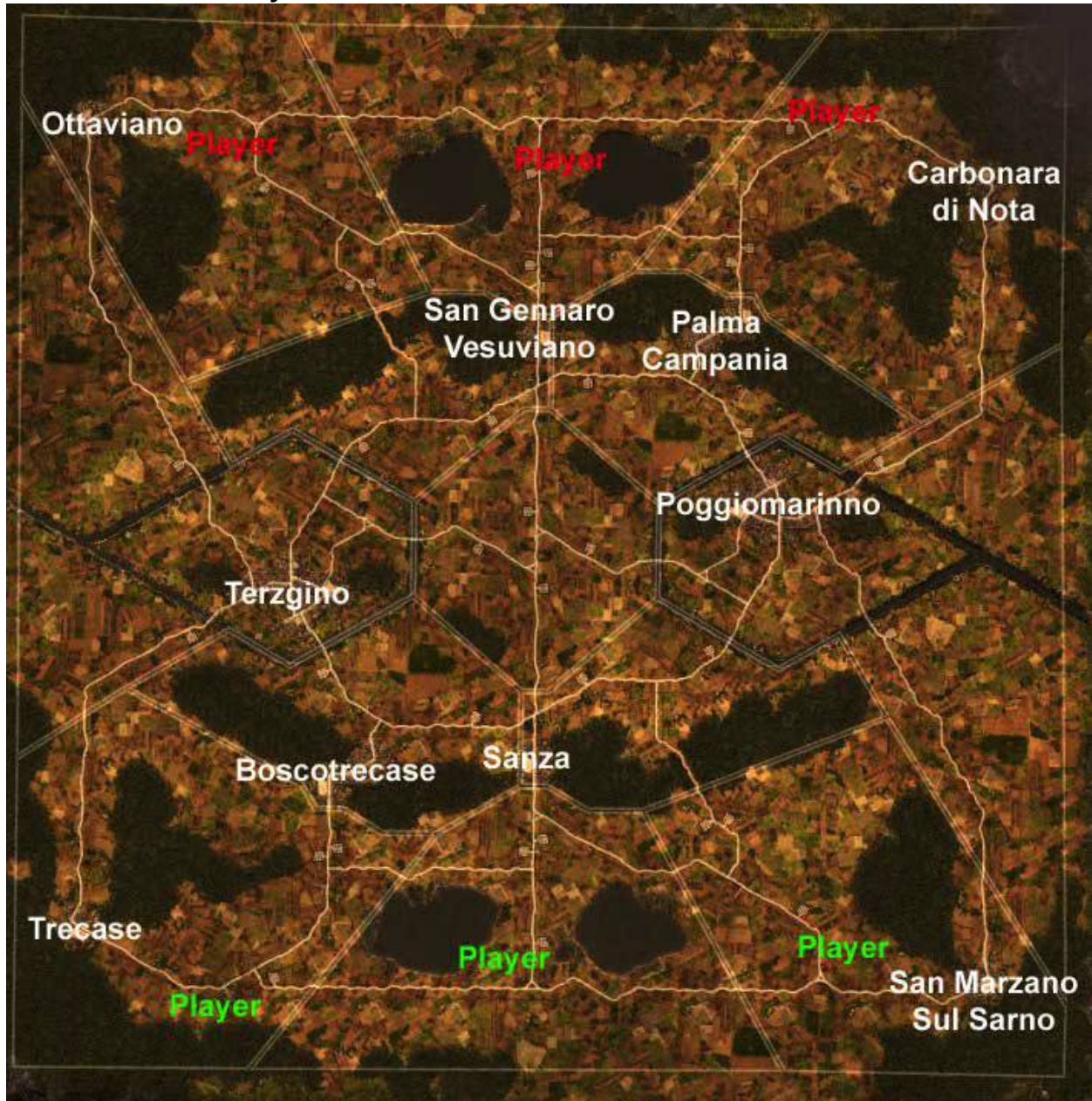
Map Size: Medium

Game Types: Three teams

Get some defenders into the forests and the town near your bases. You can move hidden units through the narrow forests on the sides of the map to get in close to an enemy base on your flank. Use artillery in this area to bombard the

enemy bases and destroy them. The open center can be dangerous, but it offers lots of supply dumps. If your team can control all three towns and the nearby forests, you can hold the center while you rake in the supplies.

Centre of Gravity



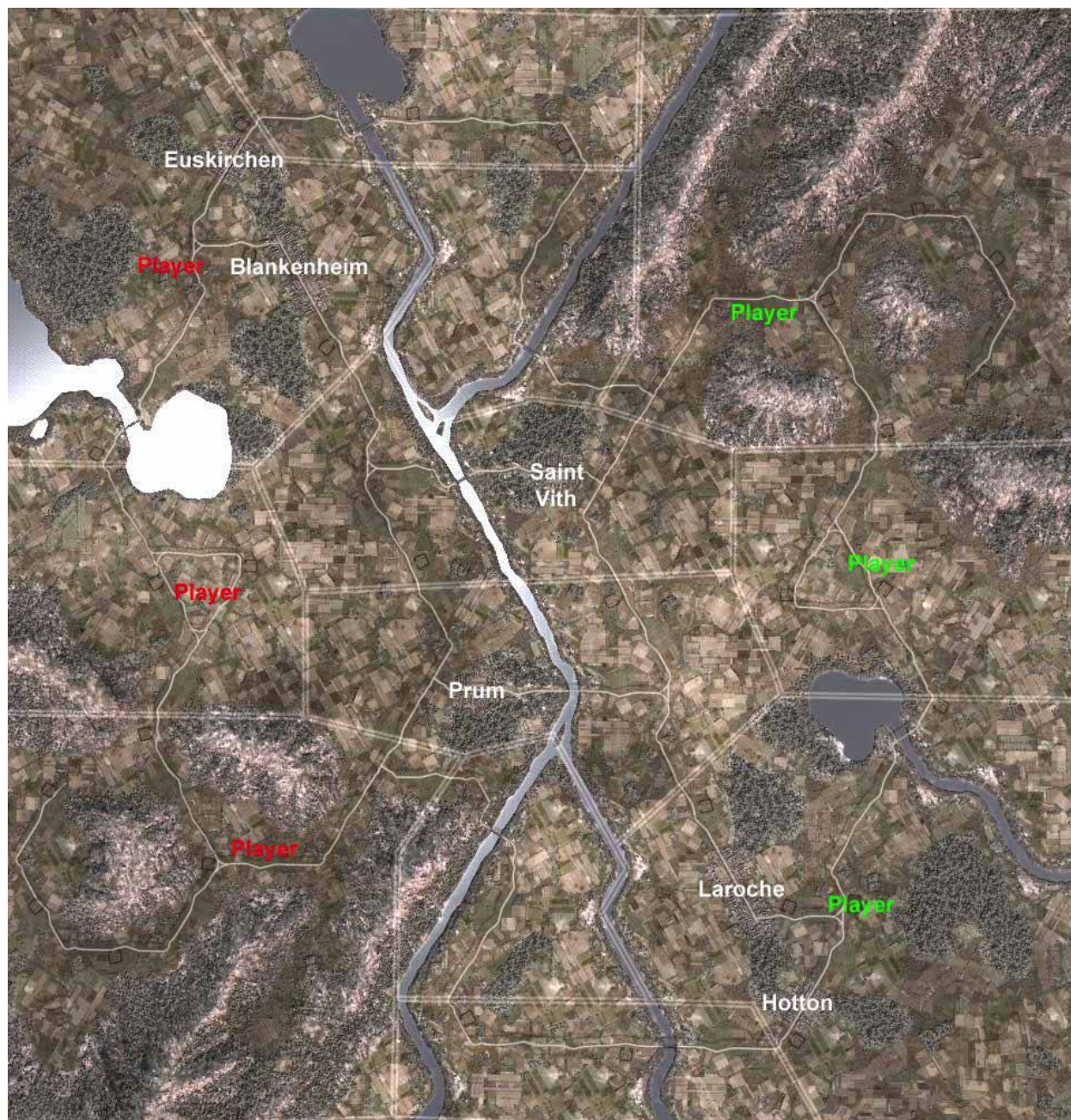
Map Size: Very large

Game Types: Free-for-all, two teams

In a free-for-all, focus on defeating the enemies on your side of the map as soon as you can. Use the nearby forests to hide your units during these attacks. When attacking across the map, you need to secure the towns of Terzigno and Poggiomarino since they control the bridges over the rivers on the flanks. Once you get across the map, move units into

the forests so you can sneak up on the enemy bases. Use recon planes to detect hidden enemies in the forests. Clear them out with aircraft or artillery before moving in your units.

Scrum



Map Size: Large

Game Types: Two teams

Right at the start, rush units to secure Saint Vith and Prum as well as the bridges over the rivers. Use the central towns as staging areas for attacks against the enemy. Try to take out the enemy in the center first, since they are out in the

open. Then roll up the remaining two enemies by sending two of your team after one while the other holds the third enemy in place until your team is ready to wipe them out.

Triple Entente

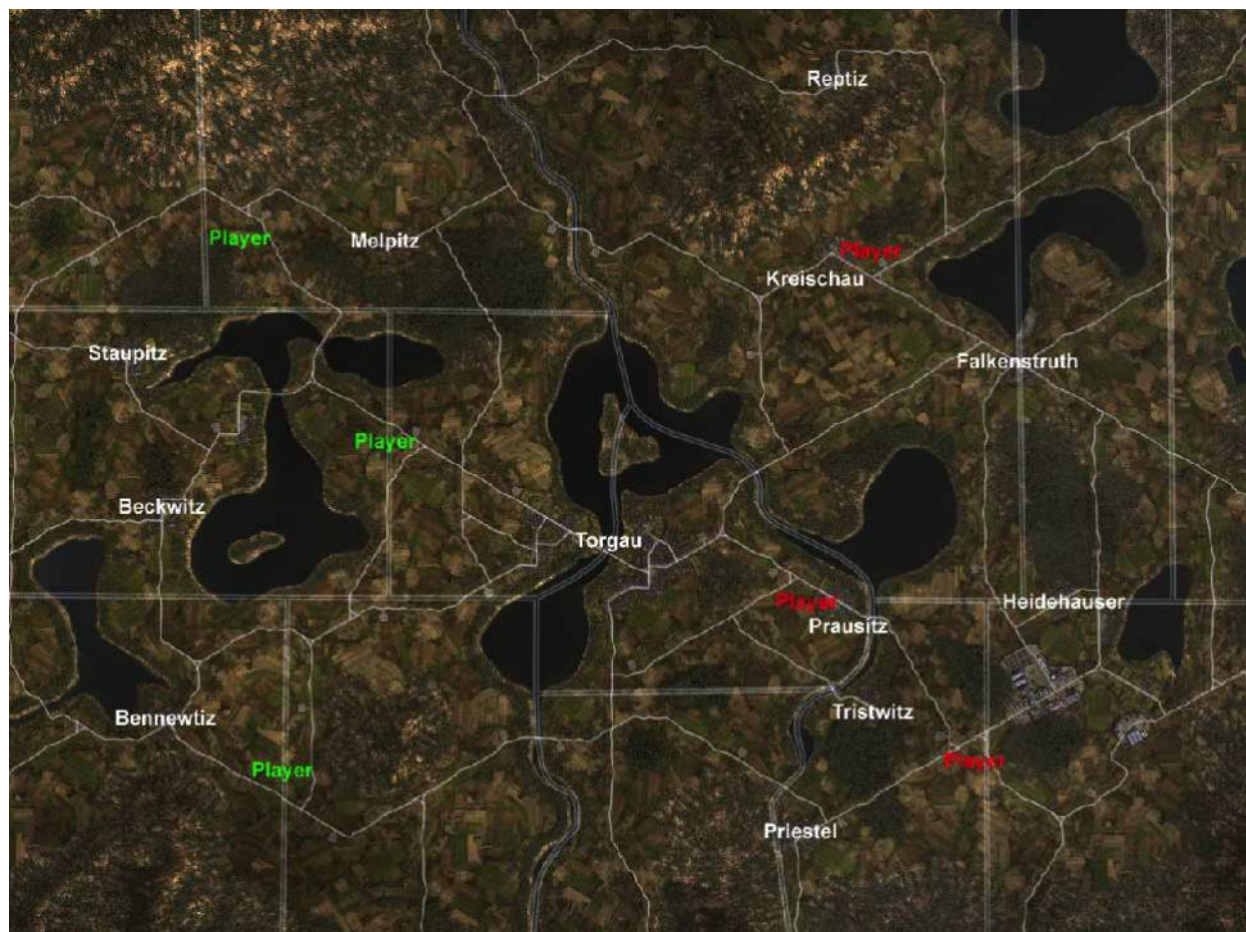


Map Size: Medium

Game Types: Free-for-all, two teams, three teams

This is a small map for six players. Secure your flanks at the forests and town. When playing as teams, it is important to hold the center as well. Then go after neighboring enemies one at a time from both the flank and the center.

Handshake over the Elbe

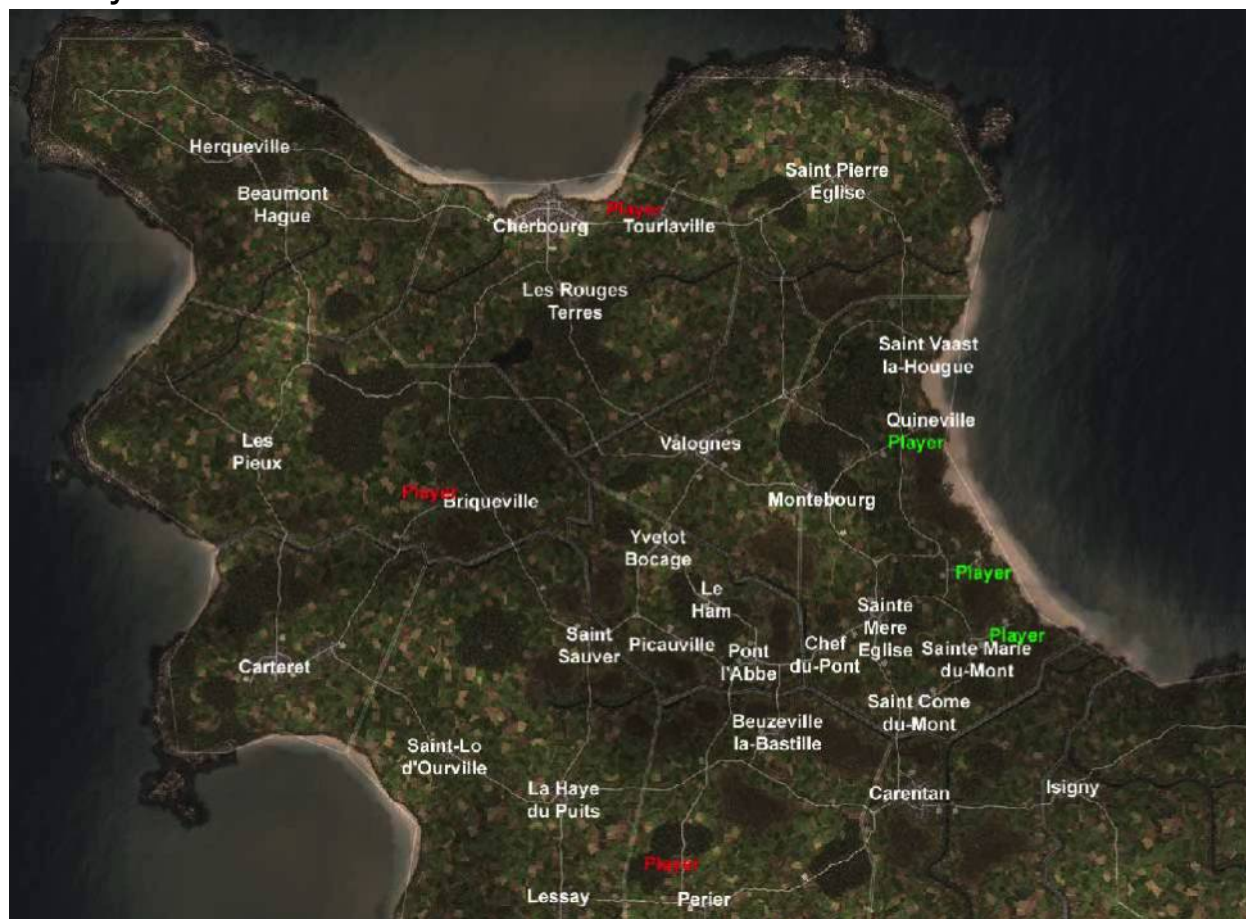


Map Size: Very large

Game Types: Two teams

Torgau in the map's center is the linchpin for victory. Rush units to secure it and the bridges over the river in the center. Torgau can then serve as your staging area for attacks. Try building bases here such as airfields so your planes and other units don't have to travel so far to get into the fight. This is a good map for dropping paratroopers into forests near enemy bases around the start of the battle, wreaking some havoc.

D-Day



Map Size: Very large

Game Types: Two teams

This map can be purchased using points from Uplay. It is also one of the only unsymmetrical maps. One team begins near the Normandy beaches while the other team is inland. There are lots of towns, forests, and marshes for hiding units, and all roads run through one of these terrain features. Air power is important on this large map, as is reconnaissance. The inland team should build supply depots at the dumps behind their lines, which will be difficult for the enemy to attack. The team on the beach needs to push toward the middle as quickly as possible in order to secure supply depots and then defend them.

Seven to Eight Players

8 Strategists



Map Size: Very large

Game Types: Free-for-all, two teams, four teams

Each player's base is surrounded by a river on three sides. Right at the start, secure the towns on your flanks as well as the small forests across the river toward the map's center. It is easier to attack enemies by moving your units across the river from the center rather than along the outside of the map. When playing as teams, secure your flanks and then make a rush for the map's center. There are several supply dumps there, and if you can build a secondary HQ there, you can have supplies rolling right into your account to spend on lots of units.

Treason



Map Size: Very large

Game Types: Two teams, four teams

Rivers divide this map into five sections. All bridges and roads lead to the center section, so you will have to move to the center and secure it. There are only two towns, and both are in the center. However, you don't need to secure them to win. Because of the confines created by the rivers, this is an excellent map for airborne operations. Hit enemy defenses with fighter-bombers and bombers while dropping paratroopers right into the forests next to the enemy bases. Position defenses in the forest near the bridges to your section to defend against ground attacks. Also, position anti-air guns in the forests on the flanks and center to shoot down enemies who might also try airborne operations against you.

Chapter 7

Commendations

In addition to the thrill and joy you get from winning battles, *R.U.S.E.* also offers rewards you can earn as you play through the campaign and complete different objectives.

Xbox 360 Achievements

General Achievements

Name	Description	Points
Recruit	Defeat an AI in Battle mode	5
Trooper	Defeat an AI in Battle mode on Medium difficulty level and in all time periods (39/42/45)	25
Ace	Defeat an AI in Battle mode on Hard difficulty level with Total Victory	50
Parasite	Capture 50 buildings	10
Ambassador	Defeat an AI in Battle mode while playing each nation	25
Collector	Defeat all AI profiles in 1v1 battle on at least Medium difficulty	25
Desert Fox	Play two ruses on the same sector	10
Cunning	Use all the ruses	25
Destroyer	Destroy 5,000 enemy units	25
Regular	Get to Level 20	5
War God	Get to Level 100	50
Best Enemies	Play a four-player or more game with your friends only	10

Campaign Achievements

Name	Description	Points
First Contact	Complete first mission	5

Holding the Pass	Successfully hold Kasserine Pass	5
Sand Storm	Throw the Axis out of Africa	5
From Cover to Cover	Capture the Italian secondary HQ by getting from cover to cover	5
Tank Buster	Eliminate the last Italian forces	5
Highway to Heaven	Complete the Italian campaign	5
D-Day	Successfully land at Utah Beach	10
Hedgerow War	Complete the Cotentin Campaign	10
Death from Above	Complete Operation Market Garden	10
Battered Bastard of Bastogne	Successfully hold Bastogne	25
V-E Day	Survive to see the German capitulation	25
The Facility	Recover Germany's secret weapon plans	25
Payback!	Prevent the Russians from attacking the Western allies	25
Brigadier General	Prevent World War III on Easy difficulty level	25
Lieutenant General	Restore the world's peace on Medium difficulty level	25
General of the Army	Restore the world's peace on Hard difficulty level	50
First Captain	Complete 50 percent of secondary objectives	25
Hard Boiled	Complete all secondary objectives	50

Operation Achievements

Name	Description	Points
Competitor	Complete an operation	5
Nemesis	Complete all 1-vs.-1 operations	25
One vs. All	Complete all 1-vs.-all operations	25
Best Friend	Complete all cooperative operations	25
Staff Officer	Complete all operations	25
Achiever	Complete all operations' bonus objectives	10

Multiplayer Achievements

Name	Description	Points
Veteran	Reach the Veteran league	10
Elite	Reach the Elite league	25
Eug-virus	Defeat one of Eugen Systems' team or someone having already achieved this success	25
Atlas	Play a game on every map in ranked game	10
Got Your Back!	Play a game with a friend	5
Occasional Allies	Play a game with a stranger in team-ranked game	10
Battle Hardened	Achieve a victory in every ranked game mode	10
One Hand Behind My Back	Defeat an opponent without using the airfield and armor and artillery base camps in a ranked game	20
Top Gun	Defeat an opponent with air units only in a ranked game	20
Invincible	Achieve a 90 percent or more survival ratio in a ranked game	25
Who's Your Daddy?	Achieve a 200 percent or more kill rate in a ranked game	25
Mercenary	Win five games with every nation in ranked game	25
The Terrible	Achieve a winning streak of three in ranked games	25
The Great	Achieve a winning streak of 10 in ranked games	50
Total		1,000

PlayStation 3 Trophies

General Trophies

Name	Description	Trophy
Mr. Perfect	Complete all trophies	Platinum
Recruit	Defeat an AI in Battle mode	Bronze
Trooper	Defeat an AI in Battle mode on Medium difficulty level and in all time periods (39/42/45)	Bronze
Ace	Defeat an AI in Battle mode on Hard difficulty level with total victory	Silver
Parasite	Capture 50 buildings	Bronze
Ambassador	Defeat an AI in Battle mode while playing each nation	Bronze
Collector	Defeat all AI profiles in 1v1 battle on at least Medium difficulty	Bronze
Desert Fox	Play two ruses on the same sector	Bronze
Cunning	Use all the ruses	Bronze
Destroyer	Destroy 5,000 enemy units	Bronze
Regular	Get to Level 20	Bronze
War God	Get to Level 100	Gold
Best Enemies	Play a four-player or more game with your friends only	Bronze

Campaign Trophies

Name	Description	Trophy
First Contact	Complete first mission	Bronze
Holding the Pass	Successfully hold Kasserine Pass	Bronze
Sand Storm	Throw the Axis out of Africa	Bronze
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Tank Buster	Eliminate the last Italian forces	Bronze
Highway to Heaven	Complete the Italian Campaign	Bronze
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V-E Day	Survive to see the German capitulation	Bronze
The Facility	Recover Germany's secret weapon plans	Bronze
Payback!	Prevent the Russians from attacking the Western allies	Bronze
Brigadier General	Prevent World War III on Easy difficulty level	Bronze
Lieutenant General	Prevent World War III on Medium difficulty level	Silver
General of the Army	Prevent World War III on Hard difficulty level	Gold
First Captain	Complete 50 percent of secondary objectives	Bronze
Hard Boiled	Complete all secondary objectives	Silver

Operation Trophies

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Achiever	Complete all operations' bonus objectives	Bronze

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Name	Description	Trophy
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Elite	Reach the Elite league	Bronze
Atlas	Play a game on every map in a ranked game	Bronze
Got Your Back!	Play a game with a friend on the same team	Bronze
Occasional Allies	Play a game with a stranger in a team-ranked game	Bronze
Battle Hardened	Achieve a victory in every ranked game mode	Bronze
One Hand Behind My Back	Defeat an opponent without using the airfield and armor and artillery base camps in a ranked game	Bronze
Top Gun	Defeat an opponent with air units only in a ranked game	Bronze
Invincible	Achieve a 90 percent or more survival ratio in a ranked game	Bronze
Who's Your Daddy?	Achieve a 200 percent or more kill rate in a ranked game	Bronze
Mercenary	Win five games with every nation in ranked game	Silver
The Terrible	Achieve a winning streak of three in ranked games	Silver
The Great	Achieve a winning streak of 10 in ranked games	Silver

PC Achievements

General Achievements

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Recruit	Defeat an AI in Battle mode
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Uplay

Ubisoft's new Uplay program offers some new rewards where you can earn more than just points or trophies. There are four different actions that will earn you points that you can then use to purchase four different rewards. Earn these points by playing other selected Ubisoft games, or you can spend them on rewards for other games.

Actions

Name	Requirement	Points
First Contact	Complete the first mission	10
From Cover to Cover	Capture the Italian secondary HQ by moving from cover to cover	20
Death from Above	Complete Operation Market Garden	30
Veteran	Reach the Veteran league	40

Rewards

Name	Reward	Cost in Points
R.U.S.E. Wallpaper (PC) or Premium Theme (Xbox and PlayStation 3)	Download the exclusive Uplay wallpaper or premium theme for R.U.S.E.	10
Super Pershing	Unlock the ability to upgrade your Pershing heavy tanks to Super Pershings! Available in Battle and Multiplayer matches.	20
Golden Chips	Grants you the ability to use restricted Golden Chips in place of the basic ones. Available in Battle and Multiplayer matches.	30
The Battle of the Cotentin	The entire Cotentin map is available for battles against the AI. Available in the Battle section.	40

R.U.S.E.**PRIMA Official Game Guide****Written by Michael Knight**

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Michael Knight has worked in the computer/video game industry since 1994 and has been an author with Prima Games for ten years, writing over 60 guides during this time. Michael has used both his degree in Military History and experience as a high school teacher to formulate and devise effective strategies and tactics for hit titles such as the Tom Clancy's Rainbow Six and Hitman series. He has also authored several titles in the Star Wars universe including Star Wars Republic Commando, Star Wars Episode III: Revenge of the Sith, Star Wars Battlefront II, Battle Stations Midway and Star Wars: Empire at War. Michael has also developed scenarios/missions and written game manuals for SSI, Red Storm Entertainment, and Novalogic.

When he is not busy at work on an upcoming strategy guide, Michael likes to spend time with his wife and six children at their home in Northern California.

We want to hear from you! E-mail comments and feedback to mknight@primagames.com.

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